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EXCLUSIVE TO CVG: TEKKEN 3 HIDDEN CHARACTER MOVES AND TEN-HIT COMBOS!

SATURDAY MORNING

SPOTS? TRY THIS. IT'S NEW CLEARASIL COMPLETE. IT'S FIVE TIMES BETTER THAN SOAP AND IT'S DEAD SIMPLE!



* CLINICAL STUDY RUN OVER 8 WEEK PERIOD.



THE MONSTERS ARE COMING

computer and video games

AND WE'RE NOT JUST TALKING ABOUT AM3'S GARGANTUAN MODEL 3 COIN-OP – *THE LOST WORLD!* IN THIS MONTH'S ARCADE SECTION, WE REVEAL THE NEW NEOGEO 64 FROM SNK, COMPLETE WITH ITS FIRST TWO GAMES – *SAMURAI SHODOWN 64* AND *ROADS EDGE*. PLUS KONAMI'S COBRA HARDWARE WITH THE *VF3* CHALLENGING *FIGHTING WU SHU!* THE RAMPAGE STARTS ON PAGE 86.

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COMPUTER AND VIDEO GAMES #190 SEPT 1997

SEE BEFORE YOU... THE NECTAR OF GAMING!!

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SEE BEFORE YOU... THE NECTAR OF GAMING!!

COVER STORY





FREEPLAY





COMPUTER CABIN!



TEKKEN 3 MOVES LIST

ANOTHER BULGING FREEPLAY AS WE PROVIDE THE LATEST **GAMING GOSSIP**, THE **WORLDWIDE CHARTS**, ANOTHER GERIATRIC WADE THROUGH **OLD CRUD GAMES**, YOUR **HIGHSCORES** AND **CLASSIFIED ADS**, PLUS ANOTHER TREASURE TROVE OF **TIPS**. HOTTEST OF ALL THOUGH, AND SAVED TILL LAST – **TIME-RELEASE *TEKKEN 3* CHARACTER MOVES AND ALL 10-HIT COMBOS!**



REGULARS

FEATURE





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EASY REFERENCE TO EVERY GAME IN CVG.

EDITORIAL

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TOM GUISE
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JAIME SMITH
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computer and video games

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HOTTER ON THE INSIDE



BOX FRESH

Thought I should let you know that I'm (un)fortunate to be one of the world's first generation games players. Which is the most interesting way of saying that I'm old enough to remember the first ZX 81 games. This is both good and bad. It's great because I can call upon over 15 years of experience. However it's dangerous because I'm less likely to be awestruck by something I consider as a 'rip off'.

You'll find it pretty hard to impress most older players. We're such a pain in the neck, so used to finding fault. However, something I've learned to appreciate in recent months is that not everyone has experienced the same benchmark titles as the staff on CVG.

Not everyone is comparing *Mario 64* to *Super Mario World*; *Tekken 3* to *Yie Ar Kung-Fu*. Thank goodness. There were a lot of comparisons to be made at E3. Few were disappointing, which is a bonus, but the fact everything looked so similar was a worry. However it occurred to me that players new to the scene would still be amazed. Just like music, popular styles will be adapted by different artists, and the many interpretations of *Mario 64* – *Croc*, *Banjo Kazooie*, etc – contain enough magic of their own to be worthwhile. All the best new games to come out of E3 are presented this month for your expert eyes only. **Paul**

MARS MISSION AIN'T NO BIG THING

You know it takes about three years for a successful Mars mission to take place. This includes the journey to and from, and 18 months digging around for Martian cackola. Apparently the conditions are pretty extreme for the cosmonauts involved – all that time cramped together with nothing but work to occupy their minds. Lack of exercise putting their health at risk, possibly not being able to walk very well at the end. Why didn't they come to us for advice. We've been working under similar conditions for almost three years now, and we're still here. So what's our secret? Well this can be divided straight down the middle, taking into account the correct dietary needs and leisure activities:

CVG GAMING FOOD

PAUL:	Digestive biscuits & black coffee
JAIME:	Custard Creams & Tea
ED:	Assorted Biscuits & Pint of Milk
TOM:	Kebabs at 3:00 am
ALEX:	Ryvita

CVG LEISURE TIME

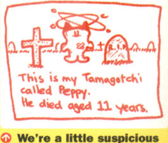
* **ED THROWING** – pioneered by the late Phil Dawson
* **LISTENING TO PAUL** – hilarious pass-time instigated by Tom Guise
* **PUNCHING JAIME** – but only when he threatens to kiss you
* **DISSING ALEX** – he was born to be dissed, and he knows it.
* **TOM BATING** – saying something that isn't true and seeing if he goes for it.
* **LOSING STEVE** – it's impossible but fun. He's always there at the right time and place.



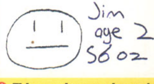
We asked you to send in pictures of your hyper interactive digital pets. And you did. The best are pictured here, the rest are lying around on our desks so that we can look at them occasionally and fall off our chairs laughing. Please keep sending them in!



Absolutely brilliant. Stephen Marley made us feel happy to have begun this little section.

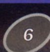


We're a little suspicious about Peppy, from Celes. He's the best kind there is and he only lasted 11 days.



This one is more honest. But a little tragic. Could be this poor feller was nipped in the bud by Dean Shelley?

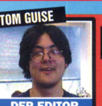
EDITORIAL



CVG RATING SYSTEM



Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.



4...VERY GOOD — Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

3...GOOD — Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2...PRETTY BAD — Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1...VERY POOR — Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

FAIR COMMENT

Hold onto your solicitors. Apparently, so long as we put this little box here, CVG can get way with saying exactly what it likes, when it likes, in the manner it likes, and for ever! Just to make it clear that everything written in CVG is based on our own personal opinion. Fact boxes which head the reviews comprise of information from the relevant companies, or is to the best of our knowledge. Also the news section of the magazine is full of information which we have found to be true, and is correct at the time of going to press. Basically if we say it's good, we think it's good. And when we say it's crap, we honestly think it's crap. We don't have any big organisation breathing over our shoulders influencing review scores or anything sordid like that. We're clean! Long live the truth!

HMV/CVG CHALLENGE IS A HIT!

Queues outside of Manchester's store, reports of hysteria at Blackpool. Serious competition at London and Croydon. The HMV/CVG Challenge has been a great success, all thanks to those CVG readers who made it happen.

As you should know, the first Challenge Game was Namco's *Rage Racer*. It was good to see all the best players totally ignore our advice! Instead applying their own incredible skills to power slide the Gnade car to the finish line. Best times on the Lakeside Gate circuit hung around the 1:42:00 mark. Our rough guide would've enabled times of around 1:56:00. You're the best, as if we didn't already know it. Let's try and make the *Star Fox* Challenge even bigger. We want to see crowds outside all participating stores. Where the numbers are big enough, you can guarantee a few photographers will be on the case. Get your mug in the national paper, and certainly CVG. Go for it! More details of how to take part in news and the Challenge pages this issue.



© Nintendo

PAUL DAVIES

EDITOR

CURRENT FAV GAMES:
- PANZER RPG
- RAGE RACER
- TROUBLE MAKERS
- SA.GA FRONTIER
- GRANDIA

Rumour is that Paul Davies has gone mad. It's completely false. Paul didn't buy *Sonic Jam* which is a surprise, but isn't madness. Compared to his former self, yes Paul Davies is quite different. In past months he would have bought two copies of *Sonic Jam* – one for playing, another for safe keeping. This leaves a kind of void in Paul's life, which is so huge that it can be glimpsed through his eyes. What's taken its place is obviously too terrible for the rest of CVG to imagine. So they avert their eyes from his gaze, and mutter the word 'mad' under their breaths. If and when Plan X is revealed, all will become clear.

TOM GUISE





DEP EDITOR

CURRENT FAV GAMES:
- TIME CRISIS (PS)
- HOUSE OF THE DEAD
- RAGE RACER
- DUNGEON KEEPER
- SCUD RACE

If you're wondering why Tom looks cool this one time, it's because he recently paid to have his hair cut. Someone must've broken his mixing bowl. Tom is a tragic case – a playboy with absolutely no money. Everything is done with economy in mind, without sacrificing quality. His look is obtained from a couple of genuine 'designer' items mixed and matched to extremes with M&S, etc. Should you ever meet Tom, you'll notice how he moves about a lot and screams at the top of his voice. This has two effects: you don't have chance to clock the label on his jeans, and you're too embarrassed to raise your head to check in the first place.

ED LOMAS



BIG GIRL'S BLOUSE

CURRENT FAV GAMES:
- SONIC JAM
- QUAKE
- HOUSE OF THE DEAD
- MONKEY ISLAND 3
- TIME CRISIS

We've found that Ed has an alternative approach to recording special events in his life. Where usually people would photograph their friends, and occasionally themselves with their friends, Ed snaps the scene. So for Glastonbury those who couldn't go will be pleased to review lots of pictures of mud. Or count the number of tents in this field as opposed to that one. It's definitely wrong, but works somehow. Ed's special peripheral photography technique is now available for Weddings. Why focus on the centre stage, when there's a newsagent and a grocers across the road? Could also be a few crisp packets in the gutter to remember.

STEVE KEY



SENIOR STAFF WRITER

CURRENT FAV GAMES:
- STAR FOX 64
- TIME CRISIS
- V-RALLY
- QUAKE
- PARAPPA THE RAPPER

Of Steve's many hidden talents, the one which has impressed us the most is the ability to play the cornet. Lunchtimes are now enriched by solos from the New World Symphony (Hovis, by gum) and On Ilkley Moor Bah t'at. Money from the CVG swear box is being saved to buy Steve a mute, so that he can entertain us with his versions of old 70s sitcom themes. It's kind of a shame that there isn't a Docklands Brass Band for Steve to join, as this would definitely be another marketable attraction for the area. Docklands isn't so friendly towards people who enjoy music. There could be an uprising soon. If it weren't for Steve and his cornet...well.

ALEX HUHTALA



OUT OF STOCK

CURRENT FAV GAMES:
- DARK CASTLE (MD)
- ROAD FIGHTER (NES)
- ATARI KARTS (JAG)
- SATURN DOOM (SAT)
- TOM & JERRY (SNES)

It's the time during Alex's two week holiday. So excuse us for having nothing to record here. Other than his place has been take by Gary, our honourary Work Experience geezer. And before you all start writing in, Gary's place here was pretty much a one off occasion. Just where he's not a cheeky git, or up his own backside like some of the people who apply. Anyone who sent in their classified Ad this month, or submitted a great letter for MailBag should be grateful to Gary for typing them in. On our part, we're glad that Gary didn't cost us a penny to keep and completed his work in the kind of speed we used to expect from Alex, before the CVG rot started to set in. Everything back to normal next month, friends.

JAIME SMITH

ART EDITOR

CURRENT FAV GAMES:
- TETRIS JNR
- SSF2 X
- MARIO KART 64
- SUPER MARIO BROS
- SSF2

Something not mentioned in Paul's little story is the Discman he is so proud of. This is because Jaime now owns the next model up, making Paul's shabby (but expensive) effort irrelevant. Did Jaime do this deliberately so that he would remain the coolest CVG figure, unquestioned? Or was it purely an accident, not intended to provoke suicidal thoughts in the mind of his Editor (and friend). Our opinion favours the second scenario, since Jaime does own the coolest Discman on the magazine. It even has a special carrying case. And if Paul feels like diving off the new footbridge at Canary Wharf that's his business.

JASON FRENCH



DESIGN ASSISTANT

CURRENT FAV GAMES:
- MARIO KART 64
- V-RALLY
- STAR FOX 64
- A FEW JARS
- SAYING "MAN"

They were shooting the Spice Girls movie near our place the other week. So we took Jason down to watch the event, hoping his good looks would get him part and really put CVG on the map. Since that failed, we started a small riot which gained the support of a few mothers who were obviously outraged at our Jason being ignored. You may have read something about this in the papers. Our next attempt at marketing Jason as this year's big thing will be to sneak him onto the Big Breakfast with Alex. To make this story interesting, we'll finish with the news that Oz Browne is alive and well, working on cool projects at Titan books.


golden
joystick
awards
1997
the designers republic [soyo]
デザイナーズリパブリック

THE GOLDEN JOYSTICK AWARDS
1996/1997





Your big chance to let the people who make the games know how much you appreciate their skill; to tell us what you appreciate about our magazines, and win yourself an incredible prize!! In other words, The Golden Joysticks 1997.

We're sure that you care a lot about video games, otherwise what are you doing reading CVG?! The Golden Joystick awards are designed to respect what matters to you as best we can. The awards are your opportunity to recognise those people who provide you with the best games, and the best gaming information. Take a look at the categories listed below, and decide for yourself who or what have been responsible for making games even cooler from 1996 through 1997.

★ SOFTWARE CATEGORIES

BEST-LOOKING GAME
The game blew you away with its visuals. Consider variety, speed, detail, clarity, colour, and style.

BEST-SOUNDING GAME
They told you to turn it down, but you couldn't hear them above the awesome noise from your speakers!

FAVOURITE GAME CHARACTER
Name the one character which you secretly spend ages scribbling, or have bizarre dreams about. We know you do it!

PLAYSTATION PLUS BEST PLAYSTATION GAME
A tough category since there are so many big PS games. Only you know which one you've played the most.

SEGA SATURN MAGAZINE BEST SATURN GAME
When Sega pull out all the stops, they produce magic. Name the Saturn game which had you spellbound!

NINTENDO MAGAZINE BEST NINTENDO 64 GAME
Maybe you won't all vote for *Mario 64*, there's always that possibility. Surprise us here, why don't you.

MOST ORIGINAL GAME
Considering everything you've seen or played in the last year, decide which one could be considered truly unique.

CVG BEST PC GAME
Quake, right? Well it doesn't have to be. Consider the wide-ranging potential of a PC, then decide which game made the most of it.

CVG GAME OF THE YEAR
The one category only CVG readers can answer – of all the people in the world! The game that changed your life this year is...

★ MAGAZINE CATEGORIES

BEST-LOOKING PAGES
Our designers work through the night to present games in the best possible way. Name the feature which made the game you adore come to life.

SCOOP OF THE YEAR
CVG is all about breaking the hottest video-game news stories. Name the one which took you days to recover from.

BEST REVIEW WRITER
Of all the writers from the EMAP magazines (the titles are mentioned on this page) whose words do you value the most?

★ GAME INDUSTRY CATEGORIES

BEST AD
There have been some games ads recently which have been genuinely cool. A miracle! So, billboard or TV – whose ad made you go 'Wow'!

BEST DEVELOPMENT TEAM
These people make the games you play. Some are so skilful they deserve to become superstars.

BEST SOFTWARE HOUSE
Companies who make sure the best games are made available to UK players. For example Virgin, or Acclaim.

YOU'RE A WINNER!

Maybe voting for your favourite video-game related things isn't incentive enough. So we're offering a major prize to the person whose nominations come closest to the official winners. Exactly what this prize will be is yet to be finalised, but rest assured it will be very cool (and worth a fair bit). Closing date for entries is 21 October 1997. The results will be printed in the January 1998 edition of CVG.

★ SOFTWARE CATEGORIES

BEST-LOOKING GAME (1)	
BEST-SOUNDING GAME (2)	
FAVOURITE GAME CHARACTER (3)	
PLAYSTATION PLUS BEST PLAYSTATION GAME (4)	
SEGA SATURN MAGAZINE BEST SATURN GAME (5)	
NINTENDO MAGAZINE BEST NINTENDO 64 GAME (6)	
MOST ORIGINAL GAME (7)	
CVG BEST PC GAME (8)	
CVG GAME OF THE YEAR (9)	

★ MAGAZINE CATEGORIES

BEST-LOOKING PAGES (10)	
SCOOP OF THE YEAR (11)	
BEST REVIEW WRITER (12)	

★ GAMES INDUSTRY CATEGORIES

BEST AD (13)	
BEST DEVELOPMENT TEAM (14)	
BEST SOFTWARE HOUSE (15)	

NAME	
AGE	
TEL. NO	

★ **SEND ALL ENTRIES TO: GOLDEN JOYSTICKS COMPUTER AND VIDEO GAMES 37-39 MILLHARBOUR, ISLE OF DOGS, LONDON, E14 9TZ.**

HMV/CVG CHALLENGE No.2: STARFOX 64



WHEN AND WHERE?

10:00 AM ON SATURDAY, AUGUST 23RD AT AN HMV STORE NEAR YOU.

REGIONAL HEATS: SATURDAY, 23RD AUGUST
FINAL: SATURDAY, 20TH SEPTEMBER AT THE HMV TROCADEROLONDON W1.
THE CHALLENGES WILL TAKE PLACE BETWEEN 10.00AM - 12.00PM
(SEE PAGES 60 AND 61 FOR WINNING TACTICS!)

THE PRIZE!!!

Something your mates will never, ever own – a Nintendo 64 demonstration pod, including a top-notch quality monitor; Nintendo 64, and every game to have been released so far on the machine at the time of the challenge. Go for it!

CHALLENGE SITES

1. HMV Glasgow Argyle Street
2. HMV Liverpool
3. HMV Manchester
4. HMV Birmingham High Street
5. HMV Newcastle
6. HMV Croydon
7. HMV Reading
8. HMV Leeds
9. HMV Southampton
10. HMV Trocadero
11. HMV Blackpool



HMV/CVG CHALLENGE ENTRY FORM

My name is: ____________________

My Address is: ____________________

My home telephone number is: ____________________ **My age is:** ________

IMPORTANT!
No purchase necessary. If you are under 16, an adult must be able to accompany you to the final. Normal competition rules apply. Photocopies accepted. EMAP IMAGES and HMV cannot accept any responsibility for any entrants into any of the challenges, this remains the responsibility of the parent or guardian.



STARFOX 64 – The HMV CHALLENGE – computer video games

SEGA'S DRAGON FORCE MONEY-OFF TOKEN!

Game Ltd are offering £5 off *Dragon Force* – the amazing new RPG game exclusively for the Sega Saturn. This offer is valid in all participating stores nationwide. Office is only valid whilst stocks last. Offer valid up to and including 31st October 1997. Ask in-store for details or phone Game Ltd head office on 0181 974 1555.





WIN £1000 OF GAMES WITH CVG AND TWIX!

CVG has teamed up with TWIX for the Twix Junior Gamesplayer of the Year Challenge! And if you reckon you've got what it takes, that prize could be yours!

PREPARE TO QUALITY!
The date for the thrilling final is Saturday 25th October (half-term week). at the Virgin Megastore, Oxford Street. However, to get there you first have to qualify! There are three categories – PlayStation, Nintendo 64 and Sega Saturn. Choose one and write on the coupon below, your best times for the following tracks:

SONY PLAYSTATION – RAGE RACER – THREE LAPS OF THE LAKESIDE GATE COURSE IN TIME TRIAL.

NINTENDO 64 – MARIO KART 64 – THREE LAPS OF KOOPA TROOPA BEACH IN TIME TRIAL.

SEGA SATURN – MANX TT – REVERSE MIRROR VERSION OF THE TT COURSE IN TIME ATTACK.

Make the top seven in your category and CVG and TWIX will bring you to the Virgin MegaStore for the final. Here you'll face the other seven competitors from your category (the other six qualifiers PLUS last year's champion!) in a head-to-head challenge on the qualifying game.

TWIX JUNIOR GAMESPLAYER OF THE YEAR

THE PRIZES

RUNNERS UP!
Everybody who qualifies for the final receives a *Mechwarrior 2* jacket and a box of TWIX!

THE WINNERS
The top three winners will each receive £1000 of games for their chosen Challenge console. PLUS £100 of Virgin Megastore vouchers. AND a year's supply of TWIX!

NOTE: ENTRY IS RESTRICTED TO PEOPLE UNDER THE AGE OF 18.



NAME ____________________

ADDRESS ____________________

PHONE NUMBER ____________________

CHOSEN MACHINE/ GAME:
PLAYSTATION/ RAGERACER ☐ NINTENDO 64/ MARIO KART 64 ☐ SATURN/ MANX TT ☐

BEST TIME:

NOTE: You can photocopy the coupon and enter as many times as you like, but you must send two TWIX wrappers with each entry.

TWIX



I5, Roseybank Cottages,
Parsons Court,
Buxton,
Derbyshire,
SKI7 9IJ

June I7 I997

Tizer. AG Barr plc.
North Road, Atherton
MANCHESTER, M46 0BZ.

Dear Sirs,

It is with regret that I wish to make a formal Complaint.
The past few days of our lives have been nothing short of absolute hell.
It all started when our nephew took a photograph of my wife and I (a copy of which is enclosed). He claimed it was for the photo album we had kindly given him last Christmas. He lied.

It turns out that he is a viewer of a programme called The Chart Show. I have since learnt that this is a Saturday morning televsion show based on the popular hit parade. Everyweek on this programme you place advertisiments for your fizzy drink Tizer.

You ask viewers to send in photographs of friends or relatives that look a bit dull, boring perhaps. Then you "Expose them all to the nation". I've seen what it says on your can.

Lastweek you featured our photograph. You suggetsed that we needed to "Refresh our heads". This in itself was embarrassing enough, but to see our heads lighlty tacked to the flabby buttocks of a sumo wrestler was downright outrageous.

I can only hope that you had no idea of the embarrassment this was to cause. Several members of staff at 'Snips Luxury Salon' subjected my wife to ridicule. She fled home in tears with a half finished shampoo and set.

More importantly, as I entered the AGM of the local Caravan Club I was greeted by a chorus of "Refresh Your Head Albert". A greeting that hardly befits the gentleman who introduced chemical toilets to the region.

Theupshot of this unsolicited attention is my digestion has gone to pot and Irene's bunions have flared up.

We await your apology.

Yours,

Albert Sneddon

Mr Albert Sneddon.



PLEASE SEND YOUR LETTERS TO:

MAIL BAG,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

SADLY, CVG CANNOT ENTER INTO ANY PERSONAL CORRESPONDENCE. WE'RE NOT SORRY ABOUT THAT, JUST SAD.

MAILBAG.CVG@ECM.EMAP.COM





Here's the drain for you to empty your brain, the pages where grey matter turns to psychedelic spew. Your cola-fuelled view of the world of video games. We love to read. No, really we do. Take a break from whatever it is you're playing, count to ten, and grab your pen. Hey, we're poets but... didn't realise (?). Your words are wanted by the UK's gaming community! Don't forget we have an e-mail address. Use it a bit, why don't you!

MAILBAG.CVG@ECM.EMAP.COM

TAMAGOTCHI CRECHE

Dear Sir/Madam,
It has come to our attention that you are in the possession of an unregistered *Tamagotchi* egg. We are also aware that this defenceless creature was bought from a black market, and therefore has not had the necessary upbringing to ensure a long, healthy life.

I know that you are fond of the *Tamagotchis* as I have read your articles on the subject, and was enlightened, and overjoyed, that someone is taking an interest. However, I must express my distaste at the Twisted *Tamagotchi* Ideas section. I was disturbed and shocked at the suggestions as they are barbaric and evil. I can honestly say that these comments, although undoubtedly joking, are most offensive. They are the *Tamagotchi* equivalent of. kicking a dog in its knackers, and must cease!!
Chris "Boggs" Bates, Woodsetts

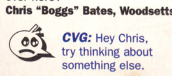


CVG: Get a yourself a sense of humour Chris! And our *Tamagotchis* weren't bought on the black market, they came direct from outer space. *Tamagotchis* are our friends!

CHRIS'S OTHER LETTER

Dear CVG,
Your mag is the only one 'ard enough to designate a full double-page spread to the little [*Tamagotchi*] blighters! I got my first from Japan, and have been hooked since. However, it does have its downside. Deciding it wants attention in the middle of an A-Level exam, for example! Anyway I read the spread with relish, and I think a *Tamagotchi* Q&A would be great. Any plans to release *Tamgotchi 2* or *3* over here?
Chris "Boggs" Bates, Woodsetts





CVG: Hey Chris, try thinking about something else.

HELP US OUT HERE

Dear CVG,
I get £10 a month. I can get a [Nintendo 64] game every six months if I don't buy your magazine. So you are losing out as well. If *Mario 64* only took me three weeks to complete, that means I payed for less than a month's entertainment. I am sick and tired of game prices, so come on Nintendo I am speaking for everyone. Bring down those prices.
Gavin Cullen, Earlston



CVG: Okay Nintendo, this is getting very serious! Drop your prices or we're out of business!







MERCY

Dear CVG,
I am writing in to complain about Eubasaben Jessop who wrote in thinking your PlayStation reports were biased and you were trying to make all your readers buy one. Well, after I read that letter, I read all the PlayStation reports and none of them were biased and they didn't make me go out and buy two or three PlayStations.

So, Mr Jessop, if you are reading this, I think your letter was a load of crap.
David McMahon, Kilsyth



CVG: Great minds think alike. The only thing we're biased for or against is good video games versus bad video games.

MANGA MANIAC MONOLOGUE

Dear CVG,
Why don't you put more manga pictures and articles in the magazine. In some respects I enjoy watching manga video more than playing games, though I am fanatical about both. I find it hard to obtain Japanese magazines which are more dedicated to it, so I rely on CVG to provide for my needs. The problem is though, that you don't have nearly enough pictures on the subject, so I am asking you to put more pictures.
Name and address lost!



CVG: Not everyone loves manga, or anime. This is the reason publishers go to obscene lengths to replace original artwork for Japanese games released in the US and/or UK. We do our best to honour everyone's interests. Sorry, the cleaners whipped your letter away before we could finish typing in (they're super-efficient, see).

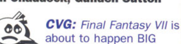
HIS ARSE NOT OURS

Dear CVG,
I would just like to say, as a true GAME fan, that your magazine is a breath of fresh air in a world of guff. Biased my arse, excited more like. I have been reading CVG since the days of cover tapes (C64, Spectrum) and am proud of it.
Shaun Perry, Fenton

THE FAMOUS MR ED

Dear CVG,
I've had a *Tamagotchi* for about a week and I think they are a great idea. I've played games with him (Pugsley – aged 8, going strong) fed and disciplined him, given him medication and even cleaned up his cacks. I'm going to name my next pet 'Ed' after your living *Tamagotchi* Senior Staff Writer.

PS: How about a *FFVII* poster or preview video in a future issue of CVG?
Ian Chaddock, Guilden Sutton



CVG: *Final Fantasy VII* is about to happen BIG TIME in CVG. Anyone opposing the idea should get their letters in soon.

UNLOVED.

Dear CVG,
I'm a 12 year old boy and all of my friends think I'm sad because I like computers. And my friends who do like me think I'm sad because I own a Saturn and like Sega. When they have a conversation about computers they start talking about there new Nintendo 64 or PS. They start saying that if they made games like this on the Saturn, it couldn't handle this or can't do that. They say that with games like *Tomb Raider 2* and *Tekken 3* coming out for the PS and *Starfox* and... erm something else the Saturn will have no chance.

In sad times like this I try to think why I did buy my Saturn.
1. I'm a die hard Sega fan.
2. I like AM2 games (from the arcade) and want to play them whenever I can.
3. The games you cover in your book made by Sega I drool over!

So all I'm trying to say is all of you Saturn fans who thinks the Saturn is going to die in the next day, just think about what you can have to look towards to. *VF3*, *Project Sonic*, and Saturn *Quake*. Do you agree CVG?!
Paul Street, Leeds



CVG: Ignoring the obvious success of PlayStation, there are still some awesome games lined up for Saturn. There are considerably less of them, but the quality is there.

MAD RAMBLINGS OF THE GAMING MASSIVE!



FIGHTERS MEGAMIX GETS A KICKING

Dear CVG,
What the hell are you on, spouting on about *Fighters Megamix*? The game is terrible. It`s the most boring, untactical, pathetically crap game ever to be rated by a magazine as excellent. A High Five and endless rantings indeed!

You can spout about gameplay all day long but what about the other things that used to be considered when deciding whether a game was any good or not? You`ve forgot all about graphics, music, and sound effects, as your rubbish 'improved' rating system shows.

The graphics in the game are absolutely awful. They`re ultra grainy and in really low resolution, the colour choices are disgusting and the characters' faces are funny rather than cool (look at Lion`s win animation. The characters are also out of proportion as any self-respecting artist would know. I bet Capcom had a good laugh at it. The animation isn`t that bad, but the overall speed of the game is. It's ridiculously slow on the NTSC version, never mind what the PAL system must have done to it. To top that off, it also has tremendous slow down, as bad as early SNES games. Fight using a character wearing armour on Jane`s level for maximum (or should that be minimum?) effect.

The '3D' environment is also extremely laughable. The camera angles are pathetic and undramatic and the '3D' engine overall lacks any sense of involvement.

The music is rubbish (not the tunes, the quality) and the sound effects are perhaps the worst I have never heard, exactly the same as *Fighting Vipers*, rather than the cool and fun sound effects from most of the *VF* series.

Moving on to what you are so obviously raving about, the gameplay – it's crap. It's basically just *Fighting Vipers* with knobs on. Most importantly, missing from *VF* is the different methods of getting up off the ground and the attacks that go with them. Instead you end up constantly pressing up or down or cheesily using the escape button to rise in a veritable millisecond.

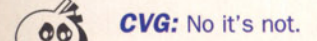
The game is slow, boring, untactical, and un-fun and has far far too many moves for most players to get to grips with. Anyone other than an expert will only be able to properly use about 2 of the 22 characters. Forget the worst ever secret characters, I'm not even going to moan about them because there's no point in embarrassing Sega more than they have embarrassed themselves by including such rushed 'additions'.

The complete presentation of the game is awful. One of the most rushed pieces of software ever. After its conception 'Virtuas Vs Vipers' and the task of putting them both in the same game, they just stuck in any old rubbish that was quickest, dull options, a fake one-player mode that only records one time for each 'course', pathetic Vs screens, the aforementioned 'embarrassing secret characters' and the saddest endings ever.

All Namco's games beat the life out of this. Record screens are one of the most important things in a game. They keep you playing for ages trying to beat your, and other peoples, times and scores. Namco realise this, as the amount of record screens in *Tekken 2* and *Soul Edge* show. *Tekken 2* and *Soul Edge* are so so deep.

I bought *Fighters Megamix* a day or so after its Japanese release on December 20th, so don't accuse me of not playing it for long enough. And all you idiots reading this letter with your writing hand itching, waiting to write in and accuse me of being 'up Sony's arse' I'm not biased at all. Less than any of you in fact. I own two Saturns (a Japanese NTSC and an English PAL) and one PlayStation and one Japanese NTSC N64. So that's p****d over your parade. The bottom line is that *Fighters Megamix* is CRAP.

J Tilbrook, Sheffield.



CVG: No it's not.

BLUMMIN' GREAT PUDDIN'

Dear CVG,
As a I've been addicted to pixelated pleasure since 'PONG gamer', it hurts me to see how many gamers have lost sight of the cause: The quest for the ultimate gaming experience.

I have been on this quest for well over 15 years, and there's only one thing I have to say to all those bickering gamers out there. It matters not which technological gadget you own, all that matters is that you acquire the rush from the game on that gadget. As I recall, when the proverb 'the proof of the pudding' was written, nothing was mentioned about which oven it was cooked on.

I have owned many machines on my search, and at the moment my three primary sources are: a rapidly aging PC, a Saturn, and last but not least a PlayStation. Why do I not have an N64 yet? 1) South Africa – it takes a while to get anything cool OK! 2) As yet I have seen nothing gameswise drawing me there yet. I have a feeling that *TUROK* may change all that. I will see.

I am not nuking the N64. What I'm disappointed in is the programmers – eg: *Shadows of the Empire*. From *Maniac Mansion* to *Rebel Assault*, LucasArts have astounded and amazed. Why oh why now have they rushed this one out? Was it time?

As gamers we must bond together and start letting programmers know that we want good products and won't stand for gump. We want good conversions on all machines, each version using that machine's strength. NO BIAS - NO COMPETITION AMONG BRANDS.

That is why I'm so absolutely gobsmackingly happy to see 'ULTIMATE FIGHTING UNIVERSE' – guys getting together to give us the BEST GAME POSSIBLE!

Spank you for reading this.

Sir Joe, Durban, South Africa

ULTIMATE FIGHTER SELECT
PAUL VS PEDRO

CVG: We too are on a quest for the Ultimate Gaming Experience. Paul used to offer something approximating this in his bedroom, but it's being refurbished at the moment. Unfortunately for you Sir Joe, *Ultimate Fighting Universe* was an April Fool gag. So look elsewhere. Good message though, cheers. More letters from around the world please!

GREAT IDEAS R US

Dear CVG,
I`ve been playing computer games now for 14 years and have developed a knowledge of what I would think is a good game.

1) If I had an idea for a game is there an address where I can send it or will I have to send it to each games company individually?

2) If I have to send it to each individual company do you know if they tend to look at it or just throw it away?

3) If they just throw it away, is there any way in which I can improve my chances of them looking at it? eg. Full text and diagram for each vehicle in the game, all word-processed etc...

4) I think you should run a monthly page or competition to design an ace game. The winner wouldn't win anything, except the fact companies would know about it and may be paying attention to it.

5) Do you know of any games that have evolved from someone sending an idea to a company?

Thanks for your time and answering my questions (if you do).

Cheers.

Matt Simpson, Milton Keynes.

CVG: Competition pages for the best games idea is a great suggestion. You can bet that lots of games have been influenced by the occasional letter from the general public, though usually games are tested using groups of people playing the game's during development. That's what a Games Tester does. Anyhow, the Design-A-Game pages are under serious consideration.

DON'T MENTION IT

Dear CVG,
Thank you for printing a sixteen-page advert for *Tekken 3* (issue #188). Perhaps the moves lists would have taken up four pages?

Gareth Crowley, Thirsk

CVG: Yeah, but you would have missed out on all that awesome artwork. That issue is now highly collectible by the way.

LETTERS



SONY®



Sony PlayStation is now the closest a games console has ever been to creating an alternative Hollywood. PlayStation games have also become as free and personal as music. It is just accepted that PlayStation is THE format. This incredible, but undeniable, situation has been brought about by two things: Sony's choice of CD as the format, and, more specifically to them, Sony giving their developers a lot of time and money to explore their creativity. Sony's presence was huge at E3. Most people commented that this was not remarkable – all the variety and glamour is now the least we expect. On with their show:

FINAL FANTASY VII

DEVELOPED BY: SQUARESOFT

This will be Sony's biggest game of the year. If not in Europe, in America the sales will be astronomical. CVG first brought this game to your attention approximately a year and a half ago, knowing *FFVII* would make such a big impact.



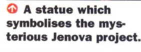
⇧ *FFVII* magically combines live action with FMV.

Squaresoft's RPG is amazing; mysterious; delightful; scary; grand; personal, and very stylish. This we tried to demonstrate through our coverage of the Japanese version earlier this year. So get ready for the shock – the US version of *FFVII*, destined to become a UK version soon after, is enhanced over the Japanese original! From the feedback Squaresoft received from a large number of the three million players already out there, improvements have been made. These include a more balanced difficulty setting for battles, an improved menu system, specifically with regard to the Materia options, and all new Elementals (the awesome magical creatures which assist during battle). New narratives and aside scenes may also strengthen the storyline. Reading between the lines we don't expect anything to be taken away, the issue mainly seems to be a matter of clarity in presentation.

⇧ Sephiroth is one of the most sinister characters in the game...



⇧ A statue which symbolises the mysterious Jenova project.



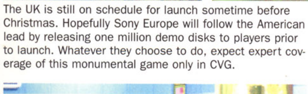




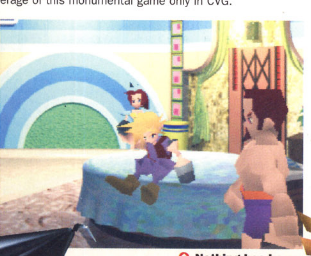


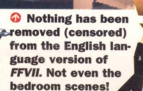


⇧ By using magic stones called 'materia', the heroes in *FFVII* can summon the elements to attack!!



The UK is still on schedule for launch sometime before Christmas. Hopefully Sony Europe will follow the American lead by releasing one million demo disks to players prior to launch. Whatever they choose to do, expect expert coverage of this monumental game only in CVG.





⇧ Nothing has been removed (censored) from the English language version of *FFVII*. Not even the bedroom scenes!





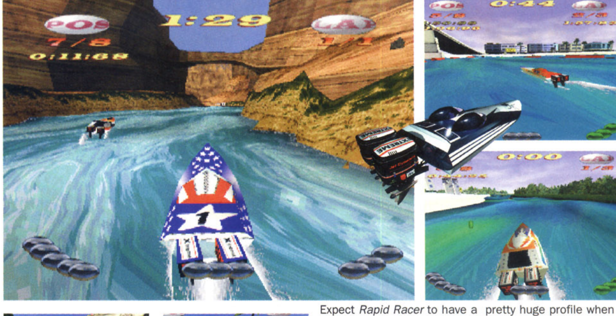
⇧ A basic magic attack from early in the game.



RAPID RACER

DEVELOPED BY: SCEE

Speed boat racing for one or two players, taking place in a variety of exotic locations. A genius graphics routine, combined with neatly placed subtleties makes *Rapid Racer* of special interest. In the first instance the water effect, which even the development team in London admit to being unrealistic but cool, is very impressive. It's not as lifelike as seen in Nintendo's *Wave Race 64*, but the experience is quite similar. The small but effective gameplay boundaries make up for the rest – you feel as though the boat is being tossed from 'wave' to 'wave', and you can cut up boats in your wake. A rate of 50 frames per second adds the final sheen.

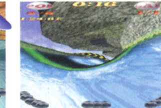






Expect *Rapid Racer* to have a pretty huge profile when it's released over here in Autumn. The dance band Apollo 440, who remixed U2 and Manic Street Preachers tracks, have composed a soundtrack exclusively for the game. It has cool all of its own, without imitating the techno in *Wipeout*. All in all another new lifestyle ideal for you to buy into, courtesy of the Sony marketing machine. And it will work.

Rapid Racer is developed to be a fun game. Trying to take the challenge of predicting the waves seems too frustrating, as the physics aren't as convincing as *Wave Race 64*. It's possible to make the current work for you, which is pretty lifelike. But after you've encountered the first uphill section you have to wonder. An additional set of fractal circuits, all randomly generated, is designed to screw your head up, no doubt about it! The feature which we expect to make or break the game is how much fun it is to customise the boats, and how this effects the balance of the game – how much it's possible to cheat.



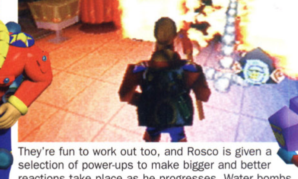
Extreme conditions on the water require a stomach of steel to survive. Especially if you're viewing the race from inside the boat.

ROSCO MCQUEEN

DEVELOPED BY: SCEE

A 3D adventure with a unique twist – fire fighting. Rosco is a firefighter, who appears to double as some kind of government agent. Though extinguishing flames is a prime directive, it's only part of his overall mission objective. The ultimate goal is to prevent the villain Sylvester T Square from doing whatever it is he's planning to do with the world.

The scene is set within the tallest building in the (fictitious) world – the Tower XS. Aside from setting alight all the floors in the building, which any crack fire brigade could handle, Sylvester has stationed armies of robots, and laid fiendish traps to stop those who might try to catch him. To make life hotter, the Tower XS employees have not been able to escape and are at risk. It's an interesting mix for the player to be presented with.

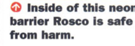


They're fun to work out too, and Rosco is given a selection of power-ups to make bigger and better reactions take place as he progresses. Water bombs cloak large areas in water and can be detonated from a distance. Rosco's state-of-the-art mega hose can also be upgraded to form a more powerful jet. Nitro is used to freeze objects. Some enemies malfunction if frozen, and are then used as improvised weapons against others.



A pretty spectacular indoor garden display – about to go up in smoke!





Inside of this neon barrier Rosco is safe from harm.









The fires are, of course, the stars of the show and create all-new dilemmas for players to consider. There is said to be 12 fire-related hazards, including electrical fires, back-drafts and smoke. For example, trails of gasoline may lead to a stack of gas canisters which blast a way out, or the trail heads directly toward a civilian! Consequently it's not advisable for Rosco to extinguish the first thing he comes across. Tactics are required.

Once the path is cleared, Rosco is left to negotiate the tricky platforms. The viewpoint changes as Rosco is moved about. Though the 'camera' position is always determined by the game, it shifts to reveal secret locations if Rosco should be headed in their direction. Development team Slippery Snake deserve a lot of credit for injecting some fun ideas into what could otherwise be a fairly predictable game.

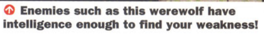


NIGHTMARE CREATURES

DEVELOPED BY: KALISTO

Taken on board by Sony because of its innovative 3D engine. One player takes control of a male or female defender against evil – Ignatius or Nadia. Both are highly articulate, polygon-based characters capable of a wide range of combat moves. These are activated by directionals with corresponding button presses. Combinations of moves can also be linked. It ain't quite *Vampire Saviour*, but it's a first for this style of game. Plus it's a lot of fun dishing out the damage.





Enemies such as this werewolf have intelligence enough to find your weakness!

All 24 of the enemy characters are programmed with substantial artificial intelligence – enough to make each one-to-one combat situation a challenge. To help overcome them players must look out for power-up items. These might include strength-giving potions, or special keys. Hopefully the large range of mission objectives, and the difficulty of destroying evil will make *Nightmare Creatures* a classic.

On the receiving end are various creatures of the night, such as zombies and demons, in the service of the Brotherhood of Hecate. The confrontations take place in 19th Century London, which means lots of fog and gloomy corners as backdrops to the action. There are 15 core-blimey districts to exorcise in total.







MEDIEVIL

DEVELOPED BY: MILLENIUM

This 3D take on Capcom's classic *Ghouls and Ghosts* series looks wonderful, and is fun to play. The premise is very simple – free-reign through 30 levels represented in detailed 3D, blasting anything that moves. You're Sir Daniel Fortesque this time around. A skeleton, in fact, whose accomplice is a tiny worm (only useful once, we discovered). Just like in *Ghouls and Ghosts*, Sir Dan is armed with a wide range of weapons, including daggers, swords, lightning bolts, and... chicken drumsticks. The majority of which must be found before use. Other potential treasures include potions to enhance weapon power (just like *G&G*), or provide temporary invulnerability.





This shot is taken from an early version of the game. In the finished game we there will be enemies coming out of the coffins.

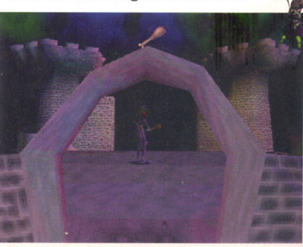


The game adopts the end of level guardian approach to adventuring, seven in total, to break up the routine. Additional spice is added through 13 FMV sequences which, like all good FMV sequences before them, help to enhance the experience, and not bore you whitless. Honest. No, this time they really are good!





Dramatic camera angles change to suit the situation.



We have a lot of respect for Millennium and *Medievil.* Since Capcom haven't already seen the sense in attempting *Ghouls and Ghosts* in 3D, Millennium deserve all the credit for trying. It's a fiendish trick to pull off, but it seems they're on the right track.

BLASTO

DEVELOPED BY: SCEA

More of a pictorial update for you this month, rather than hard info. Sony are being uncharacteristically protective over *Blasto.*

This is a game setting out to prove a lot about the PlayStation's technical capabilities, and so far doesn't look so special. According to Sony, *Blasto* is "marked by innovative 3D gameplay". In our experience it's like a heavily stylised *Mario 64*, with guns! Instead of Yoshi, *Blasto* rides a giant space chicken. Not a bad thing to begin with, then. Sony's problem is that few of the textures have been applied yet, and it's tough to gauge how effective the free-roaming 3D environment will be when so little of it was in place at E3. Though the game engine is said to be 60% complete, those foundations are yet to be built upon to any significant degree. But the concept is amazing, and *Blasto* is a great character. One huge sci-fi world streamed continuously from the CD, replacing the stop/start nature of cartridge games. The there's the voice of Phil Hartman (Troy McClure) as *Blasto* echoing about the place. Will be cool.



Not sure what Blasto's firing at here, but the glowing effect from his gun is cool, so...



Obviously it's not a good idea to run Blasto into these burners. But we'll give it a go anyway!

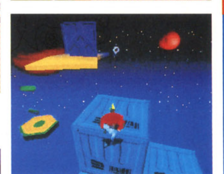


Blasto's graphic style is very reminiscent of the classic Warner Bros cartoons. Sony intend to add much more detail before the game is finished.



One graphical touch that Sony are happy about at this stage is the light-sourcing.









CRASH BANDICOOT 2: CORTEX STRIKES BACK

DEVELOPED BY: NAUGHTY DOG

Crash finds himself wearing a jet-pack – a most impressive sight, and a fun experience. This is "more than just a revision of the initial game engine". So it's the initial game engine, revised, plus more – geddit? The 'more' part is essentially the new set of tight-as-a-gnat's-chuff levels to negotiate. But if you think that's where Jason Rubin's talented team are gonna leave it, you obviously don't know Naughty Dog too well. In the sequel Crash gets to ride jet skis, goes flying, and can string combos of moves together for some tasty coot-style combat.



The Bandicoot's trademark spin attack takes out this new weirdo character.





The new jet-pack feature is really cool. Crash can fly left, right, into or out of the screen.



Naughty Dog are claiming *Crash 2* is twice the size of the original. If your brain survived that level of stress, twice the intensity is obviously what you were born to appreciate. The levels are all accessed from several "centralized rooms", making *Crash 2* closer to *Super Mario World* on a 32-bit console than has ever been dared before. Naughty Dog already proved that they can do great platform-games, albeit twisted. This sequel should set that reputation in stone.





With an army of Hollywood producers from Universal offering their full support, there's no doubt at CVG that *Crash* will make a significant impact on PlayStation when he returns this Christmas.

Nintendo®

Anyone walking casually through E3 would have ended up at Nintendo for one simple reason – they were impossible to miss. The most noise, and the most excitement! All of the really cool Nintendo titles appeared only on the huge TV screen, courtesy of yet another video: *F-Zero 64*, *Yoshi's Island* and *Zelda*. Playable versions of their newest platform games *Banjo Kazooie* and *Conker's Quest* were there, though the star of the booth – perhaps even the show – was *Goldeneye*!

© RARE

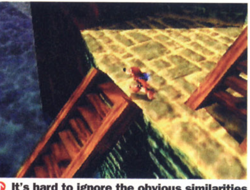
BANJO KAZOOIE

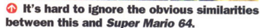
DEVELOPED BY: RARE

If you look past the obvious *Mario 64* references, *BK* could represent another big platform game for the N64.

Initial feelings told people that it had all the same features as *Mario* right down to the butt-stomp. But there appears to be a lot more depth to *BK*. For a start, the two characters Banjo (a bear) and Kazooie (a bird) can link together to perform double moves. The bird can carry Banjo to higher ledges, and use its beak as extra attacks. There are 24 different combinations of moves between the two of them. Banjo can also morph with Kazooie to form other animals (an ant is one of those seen already) which give access to other hidden parts of the levels. Graphically, *BK* has benefited from the early limitations experienced through *Mario*. Textures have been added to almost everything in the game, giving it a more realistic look. The version at the show was around 65% complete, so with any luck we could be having a preview version next issue.





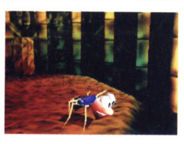


It's hard to ignore the obvious similarities between this and *Super Mario 64*.



The main characters aren't just restricted to the ground either! Chocks away!





This ant is one of the many creatures that Banjo and Kazooie can change into when they morph together to form a better animal.



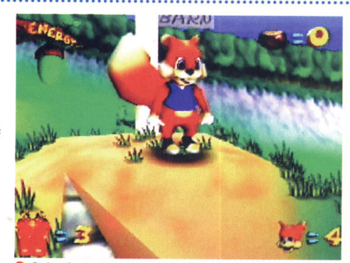


CONKER'S QUEST

DEVELOPED BY: RARE

Coded by Rare, the same people responsible for *Banjo Kazooie*, and their first game published by them, rather than through Nintendo/THE.

The first and possibly most important thing about *Conker's Quest* is that its style is very similar to *Banjo Kazooie*. But it's also plainly obvious from the name of the game alone, that this is aimed at a far younger audience. Details are sparse on the game, but from what we saw it has all the little touches that 'make' platform games. If Conker needs to get energy, he shakes nearby trees and nuts fall out. Conker also carries a slingshot as an additional weapon. The camera angles can be rotated, as in *Mario*, so you can look all around the levels if you think you're getting stuck. Conker also has a girlfriend called Berri. We don't know as yet what part she plays in the game.





Cute characters and bright colours. Pass the sick bag.









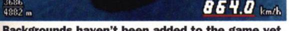


F-ZERO 64

DEVELOPED BY: NCL

Speculation is rife about what is going to appear in this, another sequel from the Super NES Golden Age.

With only a handful of shots released, the game is still very early in development. From the screens, we can tell that virtually all of the craft from the original have been enhanced graphically for this version, but nothing else has really been added yet. The action is fast and slick, hopefully the gameplay stays true to the original. Then all the world will rejoice.

Backgrounds haven't been added to the game yet.



What some cars lose in speed, they regain in handling.



The craft from the old games have all undergone facelifts.



The replay cameras will rotate around to give TV style views.

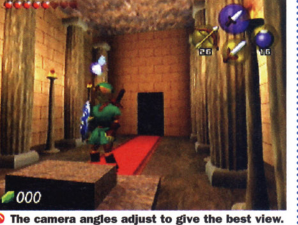


ZELDA 64

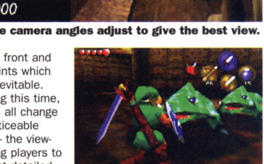
DEVELOPED BY: NCL

All Nintendo had to do was announce *Zelda* for N64, and the punters would go crazy.

Why it should only appear on video at the show was pretty surprising. Obviously the graphics of *Zelda* are going to be the biggest crowd puller. The camera angles during fight scenes abandon the traditional top-down view in favour of a cinematic style and roaming viewpoints. The added 3D sections mean that attacks from above and below enemies are as standard as front and back killings. All the enemies have weaker points which you have to find quickly, otherwise death is inevitable. Powering up equipment is a lot more rewarding this time, because Link's clothing, armour and weapons all change colour once upgraded! The coolest feature noticeable from the video was when Link fires an arrow – the view-point adopts a first-person perspective allowing players to look right down the arrow and take aim. Expect detailed, and meaningful coverage of *Zelda 64* to begin very soon.



The camera angles adjust to give the best view.





YOSHI'S ISLAND 64

DEVELOPED BY: NCL

Another game to benefit from the rep of a SNES classic, *Yoshi's Island 64*.

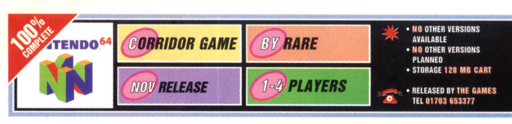
Nintendo claim this is going to be a '2 and a half D' game, which makes you wonder what half a dimension does or even looks like, but we'll soon find out. Being a sideways scrolling game, Nintendo have been able to use a lot more of the Nintendo colour palette and texture tools to make it as bright and bubbly as the original. They have also confirmed that all of the characters will return (Shy Guy was in the early version they had running on the video), so fans would be foolish to ignore it. Again, details are sketchy, so get what you can from the screen shots.



Yoshi hitches a ride on passing seagulls.



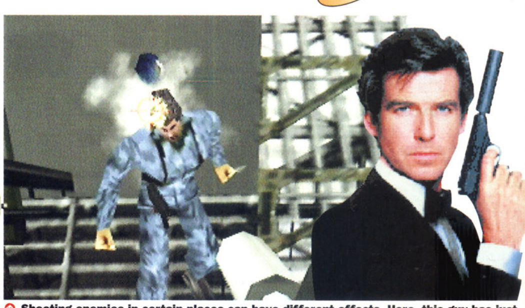




With 'Tomorrow Never Dies' filming nearly done, the James Bond hype is starting again. *Goldeneye* may be out of date compared with the film, but when it's as good as this, who cares!



We've all heard the lines, seen him woo the various gorgeous women from around the globe and drink his Martini, shaken but not stirred. We've seen the Walther PPK used against some of the most heinous villains on the planet and we've all thought, at least once, "I'd love to be James Bond." Well now you can thanks to new Bond-O-Rama *Goldeneye* 007 *64* available for the bargain price of £59.99 from all good game stores. Buy it soon folks, you won't be disappointed! After the debacle that was *Hexen* and *Doom 64*, Rare prove that first person shooters can be done on Nintendo 64 – with *Goldeneye,* which could be described as the greatest movie tie-in ever, even if it is a year late! We've played the first eight levels, and they are some of the most varied and rewarding seen on the N64 yet. What remains to be seen now, is if Rare can keep this unique feeling throughout the entire game. Then we could have a classic game on our hands!



Shooting enemies in certain places can have different effects. Here, this guy has just had his hat blown off! Shoot people in the arms and they stagger about but don't die.









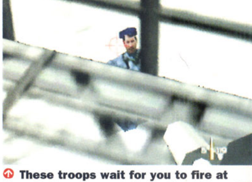
WALTHER PPK – 7.65 MM

As Robbie Coltrane said in the film, "Walther PPK, 7.65 mm. Only three men I know use such a gun. I believe I've killed two of them." James Bond's weapon is legendary. But having one gun for a game like this would be silly. So lets have a look at couple of the other weapons Rare have given 007.





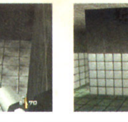
As you crawl through the ventilation shaft, you come across this guy sitting on the toilet. Shoot him in the head now!



These troops wait for you to fire at them before they retaliate. The Sniper rifle can take him out in one shot to the head.

!?! BULLET? WHAT BULLE... !?!

Becoming a dead shot with the Sniper rifle is one of the most important parts of *Goldeneye*. Not only can you save yourself from an all-out close range gun battle but it may also save your ass when a guy is making a dash for the alarms and needs to be stopped quick. When you have the Sniper Rifle equipped, holding the aim button will cause you to look through the sight, subsequently zooming in on the area in front of you. You can then aim onto specific targets to take them out. It is advisable to try and aim for the heads of the troops because 99% of the time, a direct hit to the bonce will result in an instant death. The zoom can also be used as a warning to see what is ahead of you if you're in an open field level, rather than a corridor stage.





JUST A STEP TO THE RIGHT



A handy hint for keeping your energy as high as possible is to use the side step manoeuvre. If you know there are a group of enemies waiting for you around a corner, line yourself up so that you are as close to the edge of the wall as possible without leaving any of your body exposed. Then hold the aim button and tap the left or right C button depending on which way you wish to move. For as long as C is held, you sidestep out into the open and can begin firing at all those in front. If you sense you're in danger, all you have to do is release C and you nip back behind the temporary sanctuary of the wall.



LISTEN CAREFULLY, BOND



Before each mission, you are given a set of instructions from M and Q, detailing what is expected in the level. It is VITAL that you read these because they often contain clues about how to finish stages with minimum risk of death. For instance, we unwisely skipped through them on the fourth stage, in which it told us not to attempt entry to the underground base via the helipad door. The first thing we did was go for the said door and lo and behold, the klaxon started and panic set in. Within seconds, a troop of at least ten green beret style soldiers came running across the hill, unloading tons of bullets at Bond's head. Needless to say, death was inevitable.



That's gotta hurt! With a steady aim the Sniper Rifle becomes your biggest asset. You can save a lot of time by killing people from long range.



Even the enemy troops have trouble aiming sometimes! Bullets will frequently fly past your nose encouraging you to start killing people quickly!

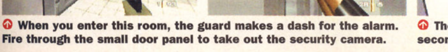
QUIET PLEASE!

While the bullet crazy players out there would love to run through the levels mowing down everybody in their way, this tactic will get you nowhere if you want to see the later levels. Stealth is the key word in *Goldeneye*. While the PPK with silencer is equipped, you don't attract attention when you shoot people. Switch to the Soviet or Klobb, and as soon as you unload on people, enemies swarm all over the place. Keep an eye out for security cameras, because once you get caught in their range, it's time to panic as the alarms ring in your ears. Finally, the coward enemies are also a danger to your health, as they run for the nearest alarm at the first sign of gunfire!

COVER STORY





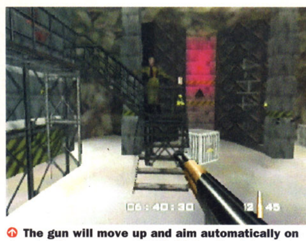


When you enter this room, the guard makes a dash for the alarm. Fire through the small door panel to take out the security camera.



The explosion alerts all the nearby troops in the area and within seconds of the blast, they've come for you! Being quiet is the key.






The gun will move up and aim automatically on guards who are on a slightly higher level to you.



When you enter rooms, be ready, for there are often guards inside them. The silencer will prevent others from hearing you.

Your main objective for mission six is to prevent the launch of the these silos. And the launch count-down has already begun.

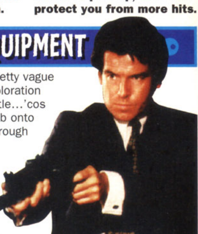


The blue object on top of the crates is body armour. It's a very useful bonus to pick up, as it will protect you from more hits.

The two coloured bars show your health (yellow) and body armour (blue). They appear when you get shot.

Dr. Doak: You'll need this decoder to open the bottling room door. Good luck, 007.

MAKE USE OF ANY EQUIPMENT



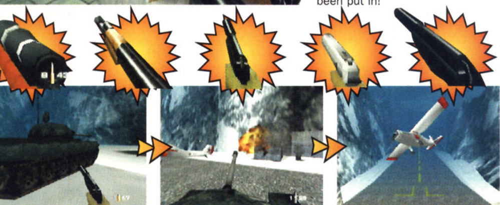
This is your mission briefing for the third stage. This is a pretty vague instruction from the men upstairs, but if your powers of exploration are good enough you'll soon discover why the hint was subtle...'cos there's a flipping tank parked round the corner! Simply climb onto the top and press B to sit inside. Then cycle through the weapons and find the tank missiles! But they are not nearly as much fun as running people over and listening to them scream! This level becomes incredibly easy once the tank is in your possession, as all you have to do is shoot the turret next to the biplane, jump out of the tank and into the aircraft and it's mission over.

WE'VE BEEN EXPECTING YOU MISTER BOND!

One of the biggest compliments you can pay Rare on this game, is how recognisable the characters from the film are. It would have been easy for them to paste some shoddy images of Pierce Brosnan onto the bodies of the characters, but he does actually look like himself. As soon as you bump into 006, you'll remember that it is Sean Bean and once you meet Valentin Zukovskij, the bulbous figure of a Mr R Coltrane becomes immediately apparent. And did you know that the faces of entire Rare team have been digitised into the game. Even the gardener has been put in!

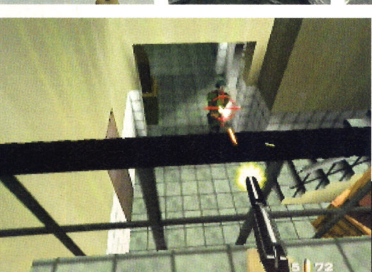


The double crossing Sean Bean as 006. Don't shoot him, save that for your second meeting!





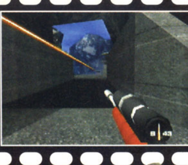
This isn't one of the in-game views, it's an intro to one of the levels. Pierce ready for action!



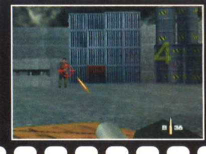
Find the tank, climb in, shoot the tower and jump in the plane. Easy!





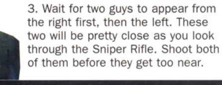






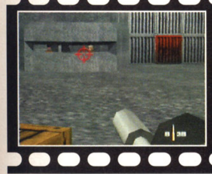
1. Around the first tower you'll find a few easy baddies. Get the sniper rifle from the top and take out the two soldiers who come running at you from inside the tunnel.

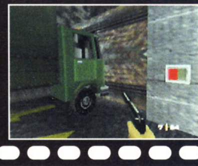
2. Move into the tunnel and turn the corner. You'll get shot at by enemies sniping you from the distance.

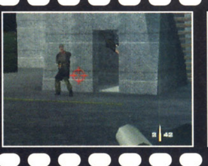


3. Wait for two guys to appear from the right first, then the left. These two will be pretty close as you look through the Sniper Rifle. Shoot both of them before they get too near.

4. Now move to where the foe from the left emerged. Use the sniper to shoot a lone guy standing to the left of the bunker. If you take too long, he'll start to run towards you.









5. Now move forward to the next batch of crates, and use them as cover to shoot the two cowards in the bunker. Then collect all the weapons they dropped.

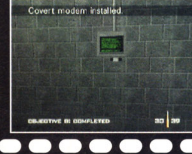
6. Touch the panel to the right of the lorry and the door will open. Follow the truck through and touch the second panel. Now go to the left side of the vehicle.

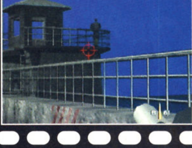
7. Using the truck as cover, move forward and sniper the guy on the left who makes a dash for the alarm. Behind the lorry another baddie is at the bottom of the tower.



8. Shoot the alarm on the wall next to the fence, and equip the PPK. Open the shutter and immediately shoot the soldier behind it.

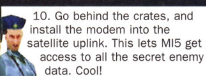








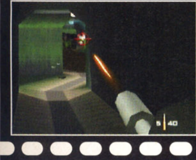
9. Go through into the adjoining room and take out another enemy. Go through the smaller door and you'll be on the other side of the fence.



10. Go behind the crates, and install the modem into the satellite uplink. This lets MI5 get access to all the secret enemy data. Cool!

11. Shoot the padlock and go through the gate. Equip the Sniper and move close enough to the watch tower so you can see the lookout – then pop a cap in his ass!

12. Sniper the guy through the fence and his mate who comes to rescue him. Go through and use the crates on the left as cover. Shoot the enemies to the right.









13. Now turn around and take out anybody on the left, and continue walking that way. You'll have to shoot loads of guys before you reach the end of the corridor.

14. Once at the end, go through the metal door, and shoot all the guards making sure you protect the computers. Then go up to the terminal in the back left corner.

15. Read the Off-Site data from the computers using the action button, then make your way back overground. Now take out the alarms in the remaining watch towers.

16. And then you Bungee Jump to glory and temporary safety and the first level is complete. If you thought that was tough, wait until you get further in! *Goldeneye* rocks!

ALL IN A DAYS WORK!

By just going through the first level of Goldeneye, you get a thorough feeling of what's to come. It's everything you imagine Bond would get up to!



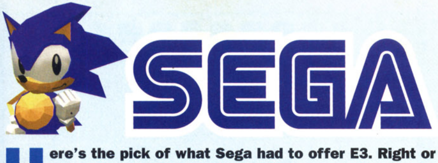
SHAKEN, BUT NOT STIRRED

We've had this version of Goldeneye in the office for a few days now and someone has always been playing it. But, we felt that we wanted to keep this in the Coming Soon section so that we don't spoil too much of the game early on. This means we can write the definitive review next month, nearer to the release date. Till then readers...

THE NAME IS BOND... YOU KNOW THE REST







Here's the pick of what Sega had to offer E3. Right or wrong, the impression is that Sega are putting their main effort into future projects, and this line-up is intended to bide the time before major announcements next year. Generally, though, the quality is high. Hope you don't mind but we excluded the Genesis (Mega Drive) stuff, there was nothing new.

SONIC R

DEVELOPED BY: TRAVELLERS TALES/ SONIC TEAM

Anyone expecting something radical, such as *NiGHTS*, from Sonic Team suffered a slight upset with *Sonic R*. But that's not to say that the new game isn't technically outstanding.

Since Travellers Tales' outstanding work on *Sonic 3D* and *Toy Story* for Mega Drive, Sonic Team now trust the Brit developer implicitly. Already TT have conjured a couple of new tricks from the Saturn hardware: fade-in depth-cueing, and multi-layered transparency. Both of which TT claim cannot be achieved on any other system, by the way. These new effects are applied to create clear, smooth-running 3D landscapes – the five *Sonic R* race circuits.



Sonic approaches the speed-boost icon. You can see the rings lined up in the distance.

Five of the Sonic series' most popular characters line up to compete in races with some novel twists.
Players have the pick of Sonic, his friend Tails; girlfriend Amy, eventual partner Knuckles, and sworn enemy Robotnik. The Sonic charas each have special abilities, the only one to be announced so far is Sonic's Spin (for speed boosts, no doubt). Since they all have different means of getting around, they have built in pros and cons too. Robotnik may hover over rough terrain, even water, but can't travel very fast. That type of thing.



Yes, the famous loops are here! Racers need to activate the speed-boost to make it round.

Other advantages are offered in the form of pick-ups sunken in the track: temporary speed-ups (a *NiGHTS*-style ribbon trails behind); Defence barriers, and Magnetic barriers. The latter is used to attract rings.

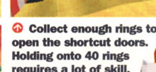
Rings serve a couple of ingenious uses, mainly to gradually boost the speed performance of the racers. Slightly more teasing is the chance of opening shortcuts by collecting a specific number. Doors are seen by the roadside, with numbers illuminated above them. Say, for example, that number is 40, you require 40 rings to open the slide-doors and find the new path.



This barrier enables racers to skid across water – an option which may not be in the finished game.



Collect enough rings to open the shortcut doors. Holding onto 40 rings requires a lot of skill.



This waterfall is hopefully an indication of cool worlds to come.

©SEGA

So far control over Sonic (the only selectable chara at E3) is pretty 'stiff' – he doesn't lean into corners as he runs, or perform any amusing animations to make him endearing to the player. But we're sure such fine details can, and will, be added in the final on-sale version. Hopefully the four unseen circuits will offer a lot of variety. With some imagination and never-seen-before graphic techniques elsewhere in the game, Sonic fans should get the fix they've been looking forward to for what seems like decades!



Traditional Sonic power-ups such as the speed trainers are also included. Nice effect.



Sonic kicks up a cloud of dust when he skids around corners. More cool animations will be added.

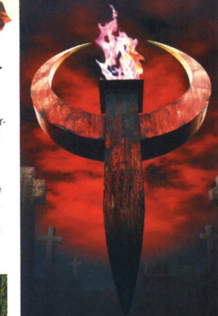
QUAKE

DEVELOPED BY: LOBOTOMY

A project deemed impossible by many, but developers Lobotomy (Exhumed) have found a way. Way to go Sega!

Strictly speaking this isn't *Quake*. It's a near perfect interpretation of id's technically magnificent 3D engine, which has established itself as THE PC game since its release last year. What Lobotomy have done is to write their own complex 3D engine to replicate what id's engine does on a high-spec PC. This includes all the tricky stuff like real physics, polygon enemies, and wide open spaces. While Lobotomy were busy doing their thing they hit upon a way to have the Saturn produce light-sourcing in different colours, a new feature being hailed as a cool edition to *Quake 2* – it's not in original *Quake* on PC!

Undead marines run for their unlives as we take the infamous nailgun to 'em! All enemies in Quake are made of polygons.





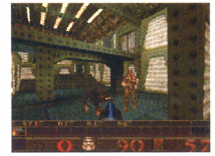
The great outdoors. The scale of Quake is enormous.



Lighting on Saturn *Quake* is in some ways better than on PC.



Outside areas like this require lots of polygons to create.





Quake is as powerful argument as any that Saturn is a very powerful 3D machine if the effort is put in to development. Not even PlayStation can handle *Quake*, according to Lobotomy. The usual route for PS/PC cross overs is for developers to transport code directly from PC over to PS or vice-versa. Done like this, the game slows down horribly. Only by addressing the Saturn's unique system have Lobotomy been able to achieve such impressive results. That's why it's no surprise to find that one of the team has bright orange hair. Is he from Mars?

So far the only playable version features just the level select level, and the first two locations from Episode One: Slip Gate Complex, and Castle Of The Damned. As you can see from the shots here, they're looking pretty cool. There are relatively few enemies present at this early stage also. No link up mode is planned. Expect the enemy count to increase, of course, but not the player configuration. Even Lobotomy say that option is impossible.

One final point we should make is about the control system. Lobotomy MUST make use of Sega's cool analogue pad to have *Quake* play the way it ought to. Only then will players be able to run around, while looking and firing in any direction they choose. The standard digital d-pad option is clumsy and not *Quake*. Saturn fans relax – why pine the loss of Lara Croft when *Quake* is coming home?!



DUKE NUKEM

DEVELOPED BY: LOBOTOMY

Q*uake*'s arch enemy is *Duke Nukem*. The arguments still rage on as to which is the most fun. At E3 Lobotomy had what appeared to be a near-final version of the game to show off. All the enemies, and weapons. Even Duke's wicked dry wit. Even the dancing girls are here!



Duke Nukem doesn't take itself very seriously. This guy has been shrunk!



Erm...don't know what this is all about. Some holiday program maybe...?



Duke can survey the scene in another room by using the security cameras.



...giggle...snort...

As with the *Quake* situation, Lobotomy aren't running 3D Realms' slick 3D engine on Saturn. It's another imitation. But to the untrained eye it's impossible to tell. In some ways the Saturn handles *Duke* better than any PC out there. Certainly the lighting effects are better, more natural. There is a slight loss of detail, but the 3D is rock solid, and the textures are clean.

Saturn *Duke Nukem* 3D looks so good, it puts the N64 version to shame! It plays fast and smooth as it ought to, so none of the good time thrills are sacrificed. Lobotomy have hinted at the presence of special secret stages, exclusive to the Saturn version also. Remember the Team Dolls from *Exhumed*? What dastardly tricks must we perform to get our reward this time around?! Can't wait to find out!

You can't write your name, but making bullet holes in the wall is a neat touch.

Ingenious devices such as this laser trip wire are unique to *Duke Nukem*.



PANZER DRAGOON RPG

DEVELOPED BY: TEAM ANDROMEDA

Whichever style of game you prefer, the visual spectacle of Team Andromeda's *Panzer Dragoon Zwei* is a knockout. *Panzer RPG* is action all the way, but gives players more pride for their tactical skills. You can also spend customising the magical power of your steed.

The E3 playable version was rigged to provide battle scenes only, interrupted by free-flight exploration. Instead of travelling long distances on foot, the hero in *Panzer Dragoon* is flown between locations. Sometimes it' possible to affect the shape of the landscape by attacking using the dragon's magic. This might trigger switches to open new routes about the vast map. When the time comes to face your enemy, the battle scene cuts in suddenly and without warning, just like in the *Final Fantasy* series by Squaresoft.

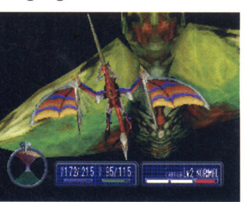
Choosing airborne combat as their theme, Andromeda make it possible to constantly move around the target during battle. This is an innovative first for the RPG game style; a gamble which may well pay off for them. All confrontations begin with both parties facing each other. However once the initial attacks have taken place, the rider has freedom to circle the enemy. As you can imagine this opens up new tactical possibilities for both the rider and the enemy – offensive and defensive strengths or weaknesses may alter dramatically. This will require all players to revise most enemy types so that they can fully exploit their weaknesses and avoid being in the worst possible firing line.



This plant-like creature is called a Rock Bug. The white square outlines are used for targeting.



Moving around the enemy could present you with an advantage during battle. A very cool feature!



A giant, slow-moving Boss creature soars overhead. This one is sure to require a lot of beating!



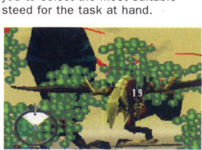
In the exploration scenes the detail of the surroundings is subtle but lovely. Check the dunes.

AZEL
アゼル ーパンツァードラグーンRPGー
PANZER DRAGOON RPG
SEGA ENTERP

As with any turn-based battle system the player is presented with a list of options from which a strategy is chosen. In this case, from top to bottom, they are: Item, where the rider selects a tool from the saddle bag; Berserk, where there is a choice of ultra-destructive magic attacks; Custom, which could not be accessed in the E3 demo; and finally Dragon Type, which allows you to select the most suitable steed for the task at hand.



Even the menu in *Panzer RPG* is ultra stylish! Only the Thunder berserk is available early on.



Here's how the game tallies your performance after each battle you survive.

Ugh! Rock Bugs have a nasty habit of spitting bubbly green slime on people they don't like.



An early Boss is aided by smaller enemies. Awesome!

Experience points are tallied after each victory, taking into account the use of the dragon's berserk attack. Just like in *Panzer Dragoon Zwei*, not using the berserk is considered very skillful so earns more points. These points are then used to customise the dragon's molecular structure. Several attributes, including speed and strength, are raised or lowered to suit the player's needs. The outside result is that the dragon changes form, ranging in size, shape, and colour. This feature adds a personal touch on a scale not seen before. Very cool.

Adapting the *Panzer* series to an RPG format is a surprise but skill decision by Team Andromeda. *Panzer* fans have been curious about the origins of certain characters, and been enthralled by the mesmerising world and its inhabitants since the beginning. Not only does Panzer RPG renew interest in the series, it revitalises the Saturn as format for supporting unique, often superior gameplay. The jewel in Saturn's modest crown this E3.





Use the experience points to modify your stable of dragons. This feature is really cool!



These sand runners are the most common enemies. They're easy to defeat and build points. Note the targeting crosses on their backs.

SEGA TOURING CAR CHAMPIONSHIP

DEVELOPED BY: SEGA CS TEAM

Conversion of last year's reasonably successful AM3 coin-op. After *Sega Rally*, *Touring Car* is less thrilling but challenging nonetheless. Saturn code is being handled by the same Consumer Software team that handled *Virtual On*, and is a respectable piece of work. The result so far is a much rougher looking, and less smooth running version of the Model 2 original but the gameplay is 100% faithful.

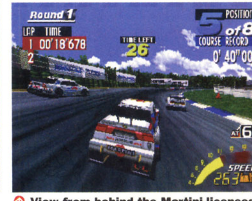


All selectable cars have famous branding on them, with the instantly recognisable Toyota among them. Less memorable are the circuits, which is a bit of a problem, but die-hard Sega fans will want to learn every minute detail. The difficulty is that the surface is all asphalt. Unlike *Rage Racer* which compensates for this with dramatic climbs, numerous tunnels and pretty roadside detail, *Touring Car* very conservative. It's impossible to comment on the 'intelligence' of the CPU-controlled cars at this stage since it is not completed yet.

As a finished product for Saturn, we expect that *Touring Car* will have its followers. It's a straight conversion, with nothing revolutionary to offer players who haven't already bought into *Daytona USA* or *Sega Rally*. Love the Avex stuff (the J-Pop track, which could have extra appeal in the home territory), but that's the only quirky element to it. Solid but perhaps a little too sedate for the turbo-boost Sega need.



Presenting the new line-up of cars for Saturn fans to lose their hair over.

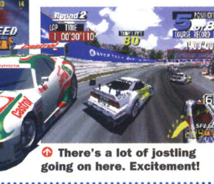


View from behind the Martini-licensed car. The texture-mapping is pretty tidy.



The third circuit, and still no sign of any surprise track details. Just burn rubber!



As you can see, this ain't the most intricate circuit ever devised. Boring, even.



There's a lot of jostling going on here. Excitement!

SEGA PC

This E3 Sega put on a serious display of PC titles, comprising of Saturn and Arcade projects. The most significant announcement being that *Last Bronx* will be launched simultaneously on Saturn and PC this year. No playable version of this was available, so we had to look at *Virtua Fighter 2* for hints to its quality – good, but not great. Higher resolution than the Saturn, but no more detail and the update was slow and jerky. We are assured that this will not be the case for *Last Bronx*.

Many times more impressive is *Virtual On* running on MMX. Absolutely awesome. Sega had two machines linked up, equipped with double joysticks and the effect was as close to the arcade as the home is ever going to get. Super sharp, and great special effects.

Also looking very clean was *Touring Car*, but this game has even less appeal on PC than it does on Saturn. More exciting is the prospect of *Worldwide Soccer 98* for the format, which ought to prove itself as the best PC soccer sim around.

All things considered, Sega have strong potential as a PC publisher. The sooner they can get some all-new 3Dfx projects underway the sooner we can be gazing at prospective 'Black Belt' titles for next year.



PC *Virtual On* almost stole the show for Sega. It's incredibly close to the cult arcade hit.





ALSO PLAYING:

ENEMY ZERO

Warp's intelligent adventure, long overdue but still thrilling and great to look at. Buy it soon.

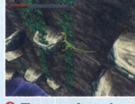




LOST WORLD

Dreamworks' video game interpretation of Spielberg's Jurassic Park sequel.



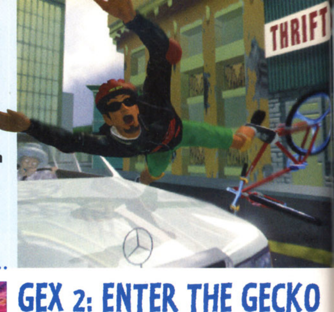


These underwater sections were pretty weird. Later on the game is much more impressive.

SEGA AGES

Expect the very best Sega coverage to continue in CVG. A line-up with titles like Quake and *Panzer RPG* should not be ignored!!!

BMG INTERACTIVE



Two worthy new games for CVG readers from BMG, both developed by Crystal Dynamics, and both sequels. Titles you've already seen comprised mainly of the DMA projects, two of which received special attention at E3. *Grand Theft Auto* was shown behind closed doors, so as not to cause any controversy with the American visitors. *Tanktics* succeeded by winning DMA an award for best creative team. Expect updates on all DMA's great titles coming through BMG, starting next month. Onto the newcomers...

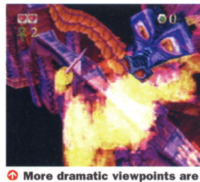
PANDEMONIUM 2

DEVELOPED BY: CRYSTAL DYNAMICS PLAYSTATION

***Pandemonium 2* is a big improvement in style and content over the original. Nikki and Fargus return, this time equipped with greater skills. More complicated 'platform' obstacles require double jumps, monkey swings, and backflips to negotiate. There's also a fair amount of clinging on by fingertips.**

Biggest improvements of all are in the level mechanics. Instead of simply jogging left or right the whole time, the heroes are now faced with areas which head off in all directions. Players are still guided through this, but the new element requires sharper decision-making skills.

One of the best scenes to describe the enhanced gameplay in *P2* takes place inside a cylindrical tower. Running up the centre of this tower is a an elevator, which stops at walkways heading off in various directions. Nikki/Fargo is required to travel the lift, locating switches that open doors or lower bridges all over the tower. Players must concentrate really hard on the direction, and height of obstacles to solve the puzzle. With improved control over more interesting characters, and ingenious stage design featuring trickier obstacles, *P2* is looking good.



More dramatic viewpoints are planned to make *Pandemonium 2* a more breathtaking experience.











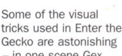
GEX 2: ENTER THE GECKO

DEVELOPED BY: CRYSTAL DYNAMICS PLAYSTATION

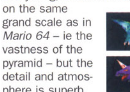
Believe it: *Gex 2* is dangerous news for Nintendo! If *Mario 64* clones are the best they can support, Crystal Dynamics prove they can do just as well on PlayStation. *Gex 2* is a real showcase for how the PS can build complex 3D worlds for versatile, and beautifully-modelled characters such as this pyschedelo-gecko. On top of that, the dynamic lighting effects and detailed textures used by Crystal Dynamics are in many ways superior to what has been seen on N64.

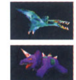
Just like Mario in the N64 game, Gex has complete freedom to explore the Media Dimension – a place where all the classic scenes from movies go crazy. He is expected to boast around 125 new moves for the sequel, which include the trademark tailwhip, and wall climbing. Once again HBO comedian Dana Gold is providing the voice samples for Gex – including 500 impersonations of famous personalities.





Some of the visual tricks used in Enter the Gecko are astonishing – in one scene Gex walks up the wall and across the ceiling, as the entire world rotates around him, to reach the far side of a cave. Everything, EVERYTHING, is impressive. Scenes are not on the same grand scale as in *Mario 64* – ie the vastness of the pyramid – but the detail and atmosphere is superb.









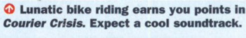
ALSO PLAYING:

TANKTIKS
DEVELOPED BY DMA
PC CD-ROM AND PLAYSTATION
Innovative mouse-driven puzzle game, so cool it won an award for its creative content.

SPEARHEAD
DEVELOPED BY ZOMBIE
PC CD-ROM
Strategic tank-sim developed in conjunction with military experts in networking technology.

SILICON VALLEY
DEVELOPED BY DMA
NINTENDO 64
Really weird puzzle-based 3D platformer, using a variety of animal robots to solve problems.

SPECIAL OPS
DEVELOPED BY ZOMBIE
PC CD-ROM AND PLAYSTATION
An 'arcade style' wargame featuring weapons and equipment based on the real thing.



Lunatic bike riding earns you points in *Courier Crisis*. Expect a cool soundtrack.











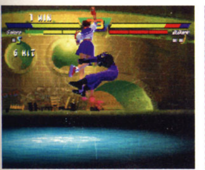


COURIER CRISIS
DEVELOPED BY NEW LEVEL
PLAYSTATION
Imagine a cross between *2Extreme*, and *Road Rash* – except you're collecting packages!



CAPCOM

With their amazing Saturn conversion of *Marvel Superheroes* as well as an unbelievable PlayStation version of *Street Fighter EX Plus Alpha*, Capcom managed to impress even without a playable version of *Resident Evil 2*. With an impressive line-up on both systems, Capcom have got a good year ahead of them.



Sakura is probably the best-looking fighter in SFEXPA. Phew!

The graphics are exactly the same as the brilliant coin-op's.

STREET FIGHTER EX PLUS ALPHA

FORMAT: PLAYSTATION

This really shocked the fans at the show by being identical to the *EX Plus* coin-op in terms of looks and gameplay, only with loads of new features.

As well as the 10 characters from the first arcade game and the extra 7 added for the *Plus* edition, *SF EX Plus Alpha* contains Dhalsim, Sakura, and the 4 secret fighters including Gamma, Beta and Evil Ryu! New moves have also been added, including a Firecracker-style super move for Sakura!

Extra modes have been created for the PlayStation, including the usual team battle and so on. With the game looking EXACTLY like the arcade, and having loads more new features this must be a massive hit. We'll have a review of the final game in the next issue!

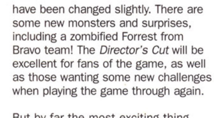
RESIDENT EVIL: DIRECTOR'S CUT

FORMAT: PLAYSTATION

The original game is released very soon on the Saturn and on the PlayStation Platinum Range, but Capcom are also treating fans to a special edition.

The first difference is that all of the cut-scenes which were removed from the Japanese version have been put back in – the full-length intro shows the Alpha team being mauled by the dogs outside the house, the zombie eating Kenneth at the start knocks his half-eaten head off, and so on. Because of this, it's going to get a fairly high age rating.

Capcom have also added some new features to the game. Both the characters have new costumes, and some rooms have been changed slightly. There are some new monsters and surprises, including a zombified Forrest from Bravo team! The *Director's Cut* will be excellent for fans of the game, as well as those wanting some new challenges when playing the game through again.



But by far the most exciting thing about *Resident Evil: Director's Cut* is that it comes in a two CD package. The first CD contains the game, while the second contains... A PLAYABLE DEMO OF *RESIDENT EVIL 2*! Eeeeeek! As with *Tobal No. 1* and its *Final Fantasy VII* demo in Japan and the US, it's certain that *Director's Cut* will sell loads because of this demo. Cooooooooooooool or what?





MARVEL SUPERHEROES

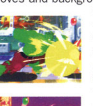
FORMAT: SATURN, PLAYSTATION

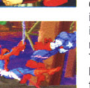
The console versions of *Marvel Superheroes* have been in development for what seems like years, but were finally shown to the public for the first time properly at the E3.



The unfinished PlayStation version has reduced animation.

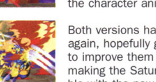
The Saturn version was considerably more complete than the PlayStation version, containing all of the characters and bosses as well as all the moves and backgrounds. PS *Marvel* only had the versus mode and two backgrounds, with most of the other features yet to be finished off. The Saturn version is very close to the arcade original indeed, and with the RAM cartridge plugged into the machine it looks even more accurate! The characters are massive, all the background detail is in, and most of the character animations are as well!







The near-complete Saturn version is almost perfect!





Both versions have been delayed again, hopefully giving Capcom time to improve them both – maybe even making the Saturn version compatible with the new 4Mb RAM cartridge!

POCKET FIGHTER

FORMAT: ARCADE





Capcom also unveiled a new *Street Fighter* arcade game at the E3! But before you get too excited, we'd better warn you not to – it's called *Pocket Fighter* and it basically uses super-deformed characters from *SFA2*, *Street Fighter 3*, *Night Warriors,* and *Red Earth* in a real-time fighting game. While it's not going to break any new ground, it may turn out to be a laugh.

CAPCOM ANNOUNCE MORE ARCADE CONVERSIONS!

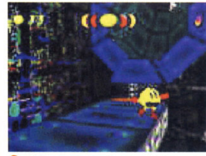
Capcom have announced that they will be using a new 4Mb RAM cartridge with future Saturn games. This is instead of the 2Mb cart used with *Cyberbots* and the current version of *Marvel Superheroes* and on top of the Saturn's 2.5Mb of internal memory. Games already officially announced for development on the Saturn in the next year are *Street Fighter 3, Vampire Savior, X-Men vs Street Fighter,* and *Marvel Superheroes vs Street Fighter. X-Men vs Street Fighter* is also now going to appear on the PlayStation, along with *Megaman X4*, *Megaman Neo* (a 3D *Megaman* adventure) and *Resident Evil 2*, which looked VERY impressive on the video shown at the E3. Unfortunately, there still wasn't a playable version. Booo.

namco®

When it comes to arcade conversions, PlayStation owners automatically turn to Namco. Following *Soul Blade* and the *Ridge Racer* spin-offs, the E3 punters were baying for more. But they were left disappointed.

PAC-MAN GHOST ZONE

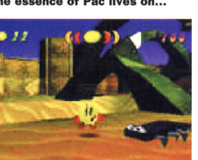




Watch out Mario, Pac-Man's still the godfather of videogames!



Even though it's a new engine the essence of Pac lives on...



...because the main aim is still to gobble up the pills!

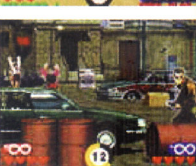
Namco's most famous creation, the spherical yellow one returns, in a whole new adventure. This one player adventure borrows heavily from *Mario 64*, with a fully rotational 3D gaming world created for Pac to wander around in. There are a total of fourteen worlds including Mr Mans humble abode, a frozen waterfall and a haunted house. Pac still chomps on his pills – they now give him the ability to throw fireball type projectiles – but he has also learned a number of new tricks as he can now do a doggy paddle when swimming. Rather disappointingly this, along with most of their new stuff, was only available to see on a video. So we have no idea how it plays! Sorry. Considering Pac hasn't been in a decent game since *Pac Land*, retro gamers across the globe (well Microgoblin anyway) are hoping that Namco live up to their promises and don't make just another *Mario* clone.

POINT BLANK

Now that *Time Crisis* is available on import, Namco's attention has switched to their other arcade gun game, *Point Blank*. It's a far more tongue-in-cheek game to *TC*, but still possesses the same frantic game-play. It's a one or two player game,and features not only a main game, but also a batch of two player games, similar to that of the training mode in *Virtua Cop*. Details of this one were scarce, but it's due for a early '98 release. We'll keep you posted.





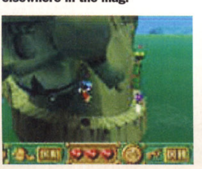


KLONOA

***Klonoa* is still at the very early stages of developments, and E3 was the first time any sort of pictures were released. The pics seem to show that the game will be a cross between *Mario* and *Pandemonium*, but this is just speculation. Look out for updates early next year.**
Namco also had *Time Crisis* and *Ace Combat 2* on show, but you can find out more about those elsewhere in the mag.



Looks typical, but never under-estimate Namco for new ideas!





TREASURES OF THE DEEP







***Treasures of the Deep* is another gorgeous looking game (only a video was running) and could be a surprise title for Namco. You play as an ex-Navy Seal who goes on a worldwide treasure hunt around various sunken vessels. He isn't the only guy after these lost gems, and as a result has to fend off all the other deep sea robbers. The natural inhabitants of the waters will also have a say in your journey, particularly the sharks, as they don't take too kindly to humans in their territory. You also get the chance to pilot various aquatic craft depending on the success of your raiding, with the Viper attack sub being your ultimate goal. This is due for a stateside release in September, so expect some coverage next issue.**

Your boyfriend never has to know you pulled last night.

Oxy Blackout tape lifts out blackheads quickly and gently.

Spots. Oxycute 'em



PC CD ROM

Unsurprisingly, a lot of the PC games shown at the E3 were similar in many ways to *Quake*. The surprising thing is that they are all of an incredibly high standard, rather than the hundreds of inferior clones that usually appear after a game does as well as *Quake* has done. But even with all of these games, as well as many that we've already covered in previous issues of CVG, the most impressive PC-related item at the show was the 3Dfx chipset.



We're not the kind of magazine to rant about graphics cards and tech specs and so on, but it was impossible to ignore the presence of 3Dfx at the E3. With almost every single PC game on display there was a sign indicating that it was running on a 3Dfx board. The games using 3Dfx were also the best-looking things at the show, and convinced PC gamers that it's the next big thing to spend their cash on.

Although Sega recently bought a big portion of the 3Dfx company, we've heard that they AREN'T using the technology for their next console. Instead they'll base it on the Power VR hardware, even though they have the exclusive rights to producing a 3Dfx console. Maybe they just wanted to stop anyone else making a 3Dfx console for a while. Who knows?



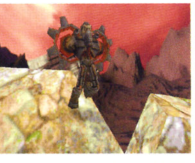
All the enemies are futuristic cyborgs after your head!

QUAKE 2

DEVELOPED BY: ID SOFTWARE
PUBLISHED BY: ACTIVISION

One of the titles that the PC gaming world is looking forward to most was at the E3, and was one of the best things there.

A fair number of levels were playable, though not completely finished. The enemies were in place and looked amazing, with movement as smooth and realistic as those in *Turok*. They didn't fight back properly, and the artificial intelligence which will make them duck and dodge to avoid shots wasn't totally in place.





We also got our first go with some of the new weapons, all of which fit in with the futuristic setting of the game. There's a standard handheld laser blaster, a larger pulse rifle similar to the one in Aliens, an Eraser-style rail gun complete with incredible vapour trails, a futuristic shotgun which was reloaded after each shot, and a two-speed gattling gun. The longer the fire button is held, the faster the barrel spins! The light coming from the weapon also changes colour as it speeds up! Very tasty indeed.





The new coloured lighting adds to the atmosphere of the levels like no other game before.

The graphics in the game are particularly amazing, with the 3Dfx cards used to the max. The new coloured lighting is the best we've seen in any game so far, with magnificent effects which make everything look amazing. Improved physics and movement as well as a great one-player game should make *Quake 2* even better than the first game. Can you imagine that? Wow!







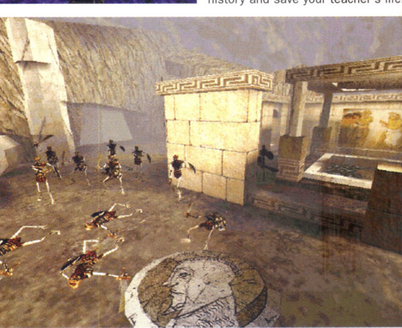


DAIKATANA

DEVELOPED BY: ION STORM
PUBLISHED BY: EIDOS

Ion Storm, the company recently formed by the man-god responsible for designing *Doom* and *Quake* – John Romero – gave us our first look at their debut this E3.

The Daikatana itself is an ancient sword with the magic of time travel. Lost for hundreds of years at the top of a mountain, it is recovered in the year 2455AD by Dr Toshiro Ibihara. Before long, his assistant Dr Jarred Benedict kills him and takes the sword, using it to go back in time to the year 2030. He then steals the cure for AIDS which was created by one of Ibihara's distant relatives and pretends that it is his own. Using the fame and fortune gained from the cure, he creates an enormous fortress to protect the sword and stop his alternate future from being altered. You play as Hiro Miyamoto, Dr Toshiro Ibihara's star pupil in his quest to breach Benedict's fortress, get the Daikatana back, right history and save your teacher's life!



In ancient Greece you must fight off hordes of undead skeletons, just like in Jason and the Argonauts! *Daikatana* is going to be wikkid!

In the game you are assisted by two other characters – Mikiko, Dr Ibihara's daughter and Superfly Johnson, a cool-sounding character if there ever was one! Working with these characters is essential, and you even get to play as them after you've finished the game once.

The levels of the game are set in different time zones and countries, like ancient Greece and a futuristic San Francisco. *Daikatana* uses a customised version of the *Quake 2* engine, with more than 30 different weapons and over 60 enemies. John Romero has yet to let us down with a 3D action game, and *Daikatana* sounds like it could be incredible! We'll be updating you on this as soon as possible. Oh yes.

BLADE RUNNER

DEVELOPED BY: WESTWOOD
PUBLISHED BY: VIRGIN





The creators of *Command & Conquer* unveiled their latest game at the E3, based on the classic movie Blade Runner!

You play as one of the Blade Runners themselves, hunting down Replicants in the 3D futuristic Los Angeles. The way the game works means that you get to decide how you want to play – you can even choose to join the Replicants in their mission to find the DNA information they need to live longer!

There are over 130 computerised areas from Los Angeles 2019 in the game, and the events of the film itself go on around you as you play! The other characters have detailed artificial intelligence to make them act in a lifelike way, as well as motion capture to make them move realistically. It's due for release this Autumn on an enormous four CDs! If the game turns out to be half as good as the film, it'll be amazing!

UNREAL

DEVELOPED BY: EPIC MEGAGAMES
PUBLISHED BY: GT INTERACTIVE







A new playable version of *Unreal* was shown at the E3 and looked more impressive than before.

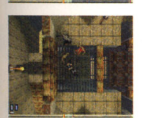
When we did a Coming Soon feature on *Unreal* a few months ago, the version we played didn't run too smoothly, though it did have some fantastic special effects. The code shown at the E3 looked better, though it was clearly running on a very powerful machine.

We got a better look at some of the weapons to be expected – some futuristic, some ancient magical artifacts – as well as some of the enemies in action. All of the character movement is brilliantly smooth, and the weapons are animated really well too. With all of its special effects generated by the software rather than graphics cards, Unreal is going to need a powerful PC to run properly. This is another corridor action game we're looking forward to – it doesn't look as though Epic MegaGames are going to let us down.

MAGESLAYER

DEVELOPED BY: RAVEN
PUBLISHED BY: GT INTERACTIVE





The creators of the *Heretic/Hexen* series have created a new game using the excellent *Quake* engine, only from a top-down *Gauntlet*-style view!

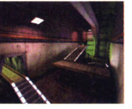
There are four different character classes – Warlock, Earthlord, Arch-Demon and Inquisitor, each with different magic and special abilities. As you'd expect, up to four people can play *MageSlayer* at once, either in cooperative mode or in a head-to-head battle. The story goes that two powerful meteors fell from the sky many generations ago. One of the meteors – the SunOrb – gave the MageSlayers who studied it magic powers, while the other – the StarStone – was turned into five separate relics. In a later battle, the five relics were lost and it's now down to the leaders of the four remaining MageSlayer clans to recover them. If *MageSlayer* is half as good as *Gauntlet*, it'll be excellent. Here's hoping.



PREY

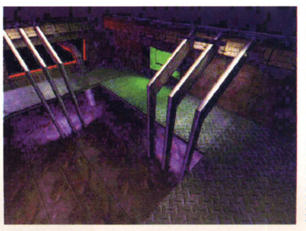
DEVELOPED BY: 3D REALMS
PUBLISHED BY: GT INTERACTIVE





Prey has been in development almost since *Duke Nukem 3D* was finished, and still has a long way to go before it is released. An impressive version was demoed at the E3.

As with most of the *Quake*-style corridor games on the way, *Prey* looks fantastic. Using a unique game engine created especially for the game, it not only allows amazing 3D worlds with real-time shadows and lighting, but also a new portal system. 3D Realms' "Portal Technology" allows the designers to place portals anywhere in a level with an exit somewhere else, just like the teleporters we're used to. The unique part is that it's possible to see through these portals, giving incredible scope for level design! For example, you'll be able to walk through a tiny door and end up in an enormous room or exterior section! We can't wait to see just what 3D Realms do with this technology in the final game!



RIVEN

DEVELOPED BY: RED ORB
PUBLISHED BY: BRODERBUND

One of the most successful games of all-time – *Myst* – finally gets a sequel!

Broderbund have also launched a new entertainment label named Red Orb to go with the release of *Riven*. The game itself follows on from the end of *Myst* and sees Atrus travelling the world of *Riven* attempting to free his wife. A much larger team is working on *Riven* than the one that worked on *Myst*, so it should look really spectacular when it's released later this year.











Metal Gear Solid for PlayStation was the most talked about software of the event, and Paul spied a number of very famous Japanese software gurus visiting the stand (Kenji Eno from Warp was there!). Konami's line up was one of the strongest at E3, no question. These were the show stoppers.

METAL GEAR SOLID

PLAYSTATION '98

And by 'Solid' Konami mean the first game to demonstrate the realism – the solidity – that 3D CG graphics can present. Seasoned gamesplayers may remember the original *Metal Gear* on the MSX (1987) – a milestone title for 8-bit hardware. Konami are making it very clear that they intend *Metal Gear Solid* to become a milestone for PlayStation.



That pain-in-the-ass ninja is around here somewhere...











...but I just can't see him. Wait a minute... something behind me!

Like its predecessor, *Metal Gear Solid* blends strategy with action, and is being directed by Hideo Kojima (*Policenauts*, *Snatcher*). Kojima has researched the world of *Metal Gear Solid* with meticulous attention to detail. This has meant consulting US SWAT teams about their methods, spending time on the shooting range to observe how weapons are handled. However *MGS* is not a straight forward 3D shoot 'em up. The key to success is perfecting espionage skills – the art of destroying opponents without being detected by them or their associates.



Blow the enemy base and their agents are blasted sky high! This entire sequence is gobsmacking!

We'll skip story details one month to concentrate on the gameplay, and describe the action. The outward appearance is of a real flashy third-person shoot'em up. There are great-looking characters involved, created using an incredible 3D engine.

The most spectacular sequence involves 'Ninja', a cyborg who cloaks himself Predator-style with invisibility. This effect looks impossible – too good to be true! Most of the video demo is used to depict the stealth element, in which Solid Snake (a 'Space Seal') infiltrates a secret base with the intention of blowing it all to heck. Snake can slit throats, and drag the body into hiding; crawl along the floor on his belly; run around trashing an entire office using a machine gun to tear up furniture and shatter glass divisions. Snake can also set time bombs, which he does to initiate the grand finale of the demo: The entire enemy base goes up in flames, with camera angles used to show victims in corridors blasted through doors, and distant shots where terrorists are thrown into the air with flames toasting their ass!

Everything about *Metal Gear Solid*, from the intelligent and dramatic use of camera angles, to the apparent depth of thought required to survive the missions, promises to be monumental. We're pressing Konami for the very first UK playtest!



Your agent, Solid Snake, takes to refurbishing the office in style!

NAGANO OLYMPICS

N64 and PLAYSTATION 1ST QTR 98

***F**rom the same team that brought you International Track And Field.*

Not surprisingly Konami are the official producers of the Winter Olympics game, to be held in Nagano Japan this year. The project has only recently begun, so all there is to see are rough demos of the skiing and speed skating sections – both on N64.



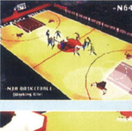


NBA BASKETBALL (WORKING TITLE)

N64 PLAYSTATION WINTER 97

An extremely early demo of a fairly solid-looking B-Ball sim. Konami's *NBA In The Zone* gave Sony's Total NBA a tough challenge on PlayStation, so it's safe to assume that their first N64 attempt will set a high standard.

What you can't tell from the stills is how slow this demo runs, though we expect this is deliberate to show off the clean texture-maps of player faces. Everybody in the NBA, except Michael Jordan, is included (but with the custom feature you could add him too!).





HYBRID HEAVEN

NINTENDO 64 '98

Konami Computer Entertainment in Osaka (KCEO) are responsible for all titles being developed for N64.

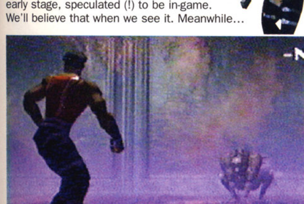
Chief among them is *Hybrid Heaven*, a strategy/action 3D adventure along similar lines to *Metal Gear Solid*. Rumour has it Konami want this to beat even the incredible *Metal Gear Solid*!

Only a few sequences to discuss at this very early stage, speculated (!) to be in-game. We'll believe that when we see it. Meanwhile...

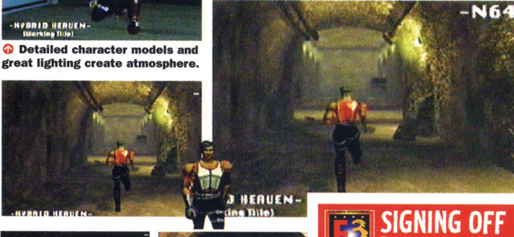




Fighting action comparable to *Tobal 2* perhaps?



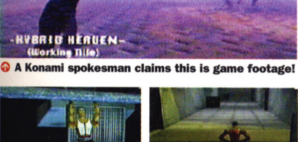
A Konami spokesman claims this is game footage!



Detailed character models and great lighting create atmosphere.







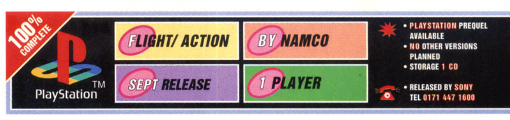
Your character is expected to perform a variety of complex tasks, including acrobatics and fighting.

SIGNING OFF

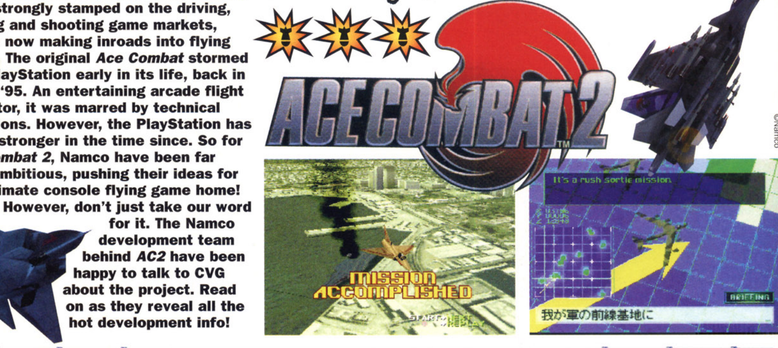


That's the pick of E3's newcomers, friends. Follow-up reports to follow in subsequent issues of CVG between now and Christmas. Write and tell us which ones you want to see covered the most, and why. Otherwise we'll just go with personal favourites!





Want to take PlayStation gaming to new heights? Put your trust in Namco as they unleash the monster sequel to their *Ace Combat* flight/action simulator!



©Namco

Namco's plan for world domination continues! With their mark already strongly stamped on the driving, fighting and shooting game markets, they're now making inroads into flying games. The original *Ace Combat* stormed onto PlayStation early in its life, back in Spring '95. An entertaining arcade flight simulator, it was marred by technical limitations. However, the PlayStation has grown stronger in the time since. So for *Ace Combat 2*, Namco have been far more ambitious, pushing their ideas for the ultimate console flying game home! However, don't just take our word for it. The Namco development team behind *AC2* have been happy to talk to CVG about the project. Read on as they reveal all the hot development info!





These messages appear once you kill someone.



You can only select two planes at the start, but...



...more can be bought after completing missions.





The spoils of working at Namco eh? Loads of ultra cool games and a huge plush building!



CVG:* *What inspired you to produce AC2?

NAMCO: When we first created *Ace Combat* we still hadn't mastered all of the PlayStation's programming techniques, so there was a feeling amongst the staff that, from a technical point of view, there were still things we wanted to do. From the beginning, *Ace Combat* has always been a great flying game that's been easy to play. However, this time we wanted to make the best use of both the visuals and the flying sensation. To do this required us to get 100% performance capacity from the PlayStation. This is how we came to produce *AC2*.

CVG:* *At the start of the project, which aspects of AC2 did you plan to improve over the original?

NAMCO: From the beginning, there were several technical areas we wanted to improve. Before we began the process of creating the missions, we did a lot of technical research such as finding out how many polygons we could display. In a flying game you have a 360 degree field of view, so to make everything look great we had to work as hard as possible to create a program that could display as many polygons as possible. We really wanted these high level graphics to stand out. With these awesome graphics it was possible to experience the wonderful sensation of flying. In order to make best use of this we thoroughly considered many things about the game contents including a wider variation of missions. In the first AC there were basically only two types: attack a ground target, or fight in the air. This time we wanted to include a lot more variety.

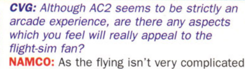
TARGET VIEW



FLIGHT SIM OR ARCADE BLASTER?

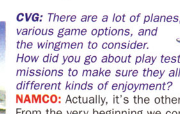


The missiles won't lock on to anything until you are closer than 900 feet.



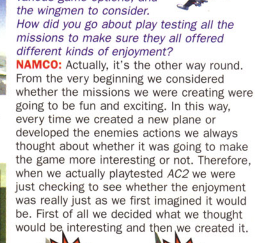
CVG: Although AC2 seems to be strictly an arcade experience, are there any aspects which you feel will really appeal to the flight-sim fan?

NAMCO: As the flying isn't very complicated it obviously can't be compared to a proper flight simulator. However, when you consider the fighter plane and all the thrills and excitement that you can enjoy as you battle your way across the skies, it's much more fun than a flight simulator.



CVG: There are a lot of planes, various game options, and the wingmen to consider. How did you go about play testing all the missions to make sure they all offered different kinds of enjoyment?

NAMCO: Actually, it's the other way round. From the very beginning we considered whether the missions we were creating were going to be fun and exciting. In this way, every time we created a new plane or developed the enemies actions we always thought about whether it was going to make the game more interesting or not. Therefore, when we actually playtested *AC2* we were just checking to see whether the enjoyment was really just as we first imagined it would be. First of all we decided what we thought would be interesting and then we created it.





Once a mission is complete you get a replay of your last kill. Cool!





This is the lock-on for all ground targets. Again, you must be close to get this.



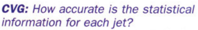
THE FLIGHT DYNAMICS!

CVG: Did you receive any advice from real pilots about how the planes should handle or flying tactics etc?

NAMCO: We really wanted to get some advice from a real pilot, but in the end we were unfortunately unable to do so. However, since we couldn't ask a real pilot we searched for lots of data, read a lot of books and studied a long time.

CVG: How accurate is the statistical information for each jet?

NAMCO: At one time we tentatively considered using real models of fighter planes but with only that kind of data the game would've become too difficult. In the end, we decided that the game should use a simple law of physics model. The statistics aren't fabricated. It's just that if you use the real facts to create the game the average person probably wouldn't be able play the game because it'd be too complex. For example, you'd keep stalling the plane. Because of this we decided to make these areas simpler.



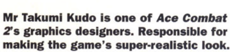


These are the briefing screens that appear on all of the missions. They guide you through all the enemies you encounter and the final main target.

Mr Takumi Kudo is one of *Ace Combat 2*'s graphics designers. Responsible for making the game's super-realistic look.

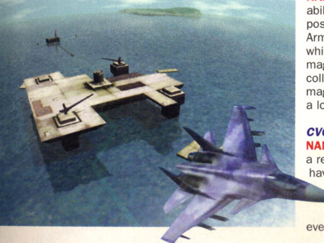
CVG: What kind of reference materials did you use to design the jets?

NAMCO: We read books about the performance and abilities of planes. For modelling we gathered every possible piece of information possible. At the [American Armed Forces] air show we took a lot of photographs which we used later and we read a lot of aviation fan magazines and modelling magazines. We cut out and collected any number of plane pictures from these magazines to create the plane models. We also watched a lot of videos as well, especially air combat movies.



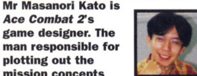
CVG: Did any of the team fly in a real fighter plane?

NAMCO: If we'd had the chance, we'd have liked to fly in a real plane. However, in Japan ordinary people don't have the opportunity to fly fighter planes. I believe that in America and Europe that you can ride in the planes but in Japan the SDF (Self Defence Force) won't let people ride in their planes. However, even if you did ride in one you'd probably faint [laughs]!

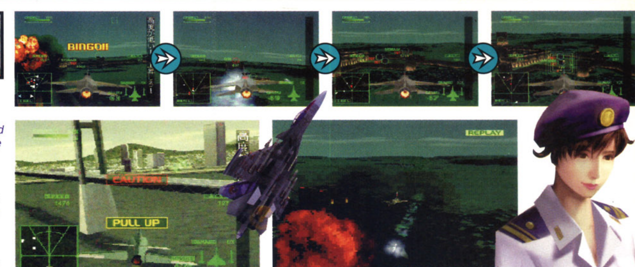




THE MISSION PLAN!



Mr Masanori Kato is *Ace Combat 2*'s game designer. The man responsible for plotting out the mission concepts and scenarios.



***CVG:* All the missions are very realistic. How many actual places did you visit to take design notes for the missions?**
NAMCO: We would've liked to go to various places and collect materials and data, but in the end all the mission ideas and designs simply came from our imagination. When we travelled on normal passenger planes and were landing or taking off, we made a special effort to look outside and see how things looked. That's about all.

***CVG:* Some of the mission areas are very big and graphically detailed. When you started development were you confident you'd be able to handle them?**
NAMCO: In the beginning, the programmers said how many polygons they could generate. After this we all discussed what we wanted to do. In the original *AC* the city scene was created at night so that we could cover up how many polygons we were using, but in *AC2* we wanted to do the city scene during the daytime. The planners said they wanted to do it so we couldn't camouflage it. This is how it started, but at that time we didn't really know how far we could go. But beyond our wildest expectations we managed to end up creating something really good. From this point there was no turning back, so we really tried hard to create everything so that it was up to this high level of quality. Right the way through development we kept on consistently improving the graphics engine. Right up until just before *AC2* was released we kept making it better.

***CVG:* Did you design any levels that were left out of the final game because they were too ambitious?**
NAMCO: There was one mission where you had to de-rail a train. The train was really racing along through some mountain valleys and you were in hot pursuit after it. You had to fly close to the valley floor to attack the train but at the same time you had to avoid crashing into the mountains. However, from both a programming and graphical point of view it was too difficult to do.

***CVG:* How did you go about planning the strategy of the missions?**
NAMCO: Well, we didn't consider the strategy from an operational view point when we created the missions. Instead, we mainly thought about the enjoyment and excitement and how to have lots of different kinds of features. Around that we discussed the structure it should take and then skillfully allocated them out between the missions. Even so, we made sure that none of the strategy was awkward or unnatural. In a real war the tactics couldn't be as simple as this. They're really complex.

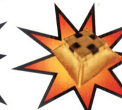
***CVG:* Are the missions always the same or do they alter slightly depending on plane you use or the options you select? If they do change, in what way do they change?**
NAMCO: If each mission was different depending on the plane, it would be too difficult to play. Rather than that, each mission is suited towards a particular type of plane. Missions with ground targets are suited to different planes than those missions with aerial combat. It depends to some extent on the capacity of the missiles being carried by the plane.





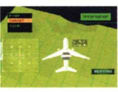


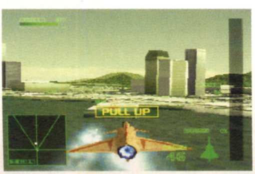




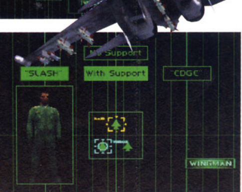
ENTER THE WINGMEN!











"SLASH" KF C7 / Cover my tail / Engage enemy aircraft / Secure the Base / Attack enemy ground unit / 基地上空を制圧

Choose one of these orders for your wingmen to carry out.

***CVG:* What was the concept behind including Slash and Edge?**
NAMCO: The feature of having wingmen was of course in the original *AC* as well. However, in that version they were created so as not to be really seen. This time we wanted to make them a little more visible so that the player would make better use of them.

***CVG:* What kind of AI do they have?**
NAMCO: Compared to the original *AC* we've improved the AI considerably. All the AI routines were written by a specialist programmer for us, so Slash and Edge are now able to judge the situation and act accordingly.

In the case where they are guarding a bomber, in *AC* they would simply fly off to attack any enemy plane that approached, but now they are a little more intelligent and consider the current situation first. In a combat situation, in *AC* the wingmen would only judge the situation to the extent of considering what would be the best way to get behind the enemy plane in order to fire a missile. However, in *AC2* the wingmen now consider the roles they've been assigned at the same time as judging the combat situation. They think ahead and consider what the possible future state may be and apply the appropriate tactics in response.

***CVG:* Do Slash and Edge have the same AI as the enemy pilots?**
NAMCO: Basically they're the same but they were created specially so they have a few AI features that the enemy pilots don't have and can do some things that the enemy pilots can't.

ANALOGUE CONTROL



Mr Noboru Yamamoto is one of the main programmers, responsible for coding the actual game engine.

CVG: Was the analogue pad considered right from the start of the project, or introduced later?

NAMCO: We certainly wanted to use the analogue controller device from very beginning. During development we already had Sony's dual analogue joystick and Namco's NegCon so as far as possible we considered the use of these devices from the start of development. We had heard some talk that the analogue pad was likely to be released and we really wanted to use it, so during development we incorporated it.

CVG: Is there any aspect of gameplay possible with the analogue controller, that isn't possible using the standard PS controller?

NAMCO: Yes, there is. For example, if while flying you want to maintain a steady speed by having zero acceleration, such as when you want to reach Mach 1 and then hold that speed constant, then only the analogue device can do that. Also, when rolling to the side only the analogue device allows you to hold the roll perfectly so that you aren't moving at all at the height of the roll, and then you can make a 'clean' roll.

CVG: How difficult was it to incorporate the shake feature effectively?

NAMCO: With the analogue pad you only have two states, shake or no shake. We would have liked to use various levels of shake strength, but it wasn't possible. Therefore the main difficulty for us was not to incorporate it but simply when to use it. There's only one type! We considered using it just before the plane stalled, but in the end we decided to use it when you take damage. This is the most natural use.











The new analogue controller is also compatible with *AC2*. They thought of everything!

©Namco

SIGNING OFF!

CVG: Is there anything else in the game you are proud of, or would like to highlight for the benefit of Ace Combat fans?

Mr. Noboru Yamato: As a programmer, technically I think that I did everything that it was possible to do. I'll be happy if everyone enjoys playing *AC2*.

Mr. Masanori Kato: There are various combat games out there, but there are very few games that are as enjoyable as *AC2*. I think it's a game you can play with a smile on your face, so please give it a go!

Mr. Takumi Kudo: Visually I put an awful lot into creating this game. Flying through the sky is an exciting experience and the combat is cool. Even the option select screens are all far better than normal. I put a lot of effort in and the result is that everything is great. If you can enjoy this, then I'm pleased.

Mr. Kota Takahashi: The BGM compliments the visuals perfectly. Every aspect of the sound track is cool. As far as it was possible to, we raised the standard of the music and sound to the highest level.

CVG: Do you have a message for any of your English fans?

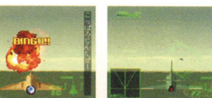
Mr. Noboru Yamato: We've heard the comments of the Japanese players, but we don't know about abroad. We'd love to hear views on *AC2* so please let us know.

Mr. Masanori Kato: Compared to just a simple war game, a fighter plane battle is far more visually sensational. Please enjoy it.

Mr. Takumi Kudo: Certainly, English games have a very cool image. We really tried hard to make sure that *AC2* was up to that standard.

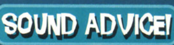
Mr. Kota Takahashi: There's a great music mode for you to enjoy the sound tracks. Please listen to the guitar music.

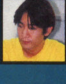












Mr Kota Takahashi is one of the lead members of the sound team involved with *Ace Combat 2*'s development.

CVG: How many people are there in the sound team?

NAMCO: There are five people in total, two main, two assistants and one sound engineer.

CVG: What kind of image did you have in mind for the sound track?

NAMCO: Well, *AC2* is a flying game so of course it has the "Top Gun" image, but that's just a fixed concept. Just to create something that's the same doesn't have any meaning, so we boldly distanced ourselves from that and created something original instead. Because you're flying a plane, the screen visuals are very breathtaking and cool-looking, so we really wanted to feature a guitar in the soundtrack to bring the music up to this level of coolness.

CVG: How do the missions influence the sound track?

NAMCO: The music always reflects the atmosphere of the game. For example, the feeling of tension as you try to avoid the enemy radar, or the invigorating sensation of flying across the sky or over the sea, is all contained in the stimulating music. We created the soundtrack after looking at the missions. During the missions the atmosphere can quickly change. For example, in the beginning you're flying low over the ground, almost touching it. Then all of a sudden an enemy plane appears and so you soar into the sky and start dog-fighting. The music is there to emphasise the tension of this kind of atmosphere in the mission.

CVG: How did you create all the sound effects in *Ace Combat 2*?

NAMCO: Most of the explosions and missile noises etc that are in the game are taken from a special-effects CD. However, as you'd expect we added to this and created new sounds as well. We didn't sample any of the sound effects from real sources. We just used our good sense and judgment.

CHOCKS AWAY!

Ace Combat 2 is already out in Japan and a UK release is guaranteed. We'll keep you informed on that event and any other top info we discover on *AC2*.







You've flown X-Wings and TIE Fighters, are set for a lightsaber wielding adventure, what Star Wars excitement could be next? How about commanding the entire fleet!

STAR WARS REBELLION

Some could call it overkill, but then the Star Wars universe is so vast and rich LucasArts can't help finding new games to entertain us. *Supremacy* is a break from the norm. Less action thrills, more strategy. It's *Command & Conquer* in that galaxy far, far away. Though comparisons to Westwoods classic are far, far from the truth. Instead *Supremacy* has closer ties to *Master of Orion 2*. Set just after the conclusion of A New Hope, the Alliance has dealt a blow to the Empire by destroying the Death Star. Now is the time to develop diplomatic ties, to spread and hide the fleet. Of course, the Empire are in hot pursuit.





IT IS A PERIOD OF CIVIL WAR

To begin a game, you must first choose your side. The mighty Galactic Empire or the puny Rebel Alliance. The game is battled out over a galaxy of up to 200 planets (or sectors and systems). From your command centre you must make all decisions. Manufacturing, resource management, fleet deployment, mission assignments and exploration will keep you constantly occupied.

Luckily you are aided in updates of all events by a trusty droid. C-3PO informs Rebels, while IMP-22 is at the Empire's service. All resources are placed in a pool. Loyal planets are able to train troops, build ships and buildings. These can then be transported to anywhere in the galaxy. If the Empire gathers enough resources they'll even be able to build a new Death Star.







IT'S A TRAP!

Supremacy is a real-time strategy game, not turn-based as most games of this ilk so often are. Game events are in constant motion. When two opposing fleets meet over the same system, you are instantly whisked away to view the action. Using a 3D engine to view the battle, you join the ships which have already been deployed. Take command of the fighter squadrons and assign orders or targets. The tactical mode can be placed on auto-run so you can only concentrate on the strategic side of things. Grand battles can last as long as 20 minutes. Though all battles are space based and not fought on land.



TOP TRUMPS

Your overall objectives to winning depend on which side you're playing as. There are 55 characters from the Star Wars universe, 28 from the Rebel Alliance and 27 from the Empire. Included in this number are four very important characters. For the Empire, Darth Vader and Emperor Palpatine, while Mon Mothma and Luke Skywalker are the Rebel's key players. Capture of these characters is a factor of winning the game. The final objective is to destroy the Rebel base, or seize the Imperial Palace on Coruscant. If a character is captured, there is still hope to mount a rescue mission. The key to victory is assigning a character whose attributes match the mission, thus the chances of a successful mission are enhanced. The element of danger is when on diplomatic missions, as the perfect character to send is Mon Mothma. Her capture would deal a blow to the Rebel's cause. Plus if Han Solo is captured, you can be sure Luke will want to launch a rescue mission straight away.







CARAVAN OF COURAGE

Supremacy is going to be brilliant. LucasArts are also claiming that this is ideal for strategy game beginners. Who are we to argue with them? They've hardly put a foot wrong. Expect all your Admiral Ackbar dreams to come true this Autumn.



My boyfriend said girls know nothing about football.

“



”

Keep up I said.

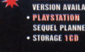
Mars








SURVIVAL HORROR | BY CAPCOM | SEPT RELEASE | 1 PLAYER



- PLAYSTATION VERSION AVAILABLE
- PLAYSTATION SEQUEL PLANNED
- STORAGE 1 CD
- RELEASED BY SEGA TEL 0181 996 4620

Itchy…*Resident Evil*…hungry…scratchy… Saturn. Hungry…ate man…awesome conversion…flaking…peeling…arm fell off. Be afraid…they're coming…

RESIDENT EVIL

The gulf between the Saturn and PlayStation conversions is obviously narrowing. And *Resident Evil* is the perfect example of this. It was the game that had PS owners laughing and pointing, with cries of 'I'd like to see the Saturn do this' flying all around the room. Having now had the benefit of seeing both titles, we can comfortably report that Sega owners have a gem of a title on their hands. And if you were having second thoughts on Sega's box of tricks, KEEP IT! *Res Evil* coupled with some of the other titles on the way (*Quake, Panzer RPG* and *Marvel*) make the Saturn a must-have machine at the moment!





SO WHAT'S DIFFERENT?

Without wanting to give away too much of the game at this stage, we still thought it would be worth telling you about the extra bits and bobs that have been added. It may not seem much on the face of things, but when you actually play them…



Aim your shotgun high, and take off a zombies head!

NEW MONSTERS? NOT QUITE...

After all the talk about new monsters, the truth is that…well there aren't any. Just tweaks on the old monsters. At the end of the game you get to fight against two Tyrants if you're playing with Chris, and when you reach the underground sewer section the Tyrants have a slightly different look to them. In the Battle mode the Tyrant you fight is gold coloured (and ROCK hard) and you also get to fight against Wesker as well. Other than that…

AMAZING BATTLE MODE!

The biggest new addition has to be the against-the-clock battle mode. Basically you are thrust into fifteen different rooms from around the house, each containing various enemies inside them, and you have to dispose of the flesh hungry mutants as quick as possible. At the end of it, you're given a time, score and a rank thus giving the chance to continually try to better your best times.







The all new, slightly redesigned Hunter! Cool.



Wesker becomes one of the undead in the battle mode! Pop his ass full of lead!



WHAT ABOUT THE UNIFORMS?

They're new! Once you've found the Special Key and made your way to the closet, you'll find you have access to each characters secret uniforms. We won't reveal them to you, simply because they are a nice surprise when you do get them. The rocket launcher with infinite bullets is also in there for all those blood-thirsty hounds who like their gore fast and furious. Cool.

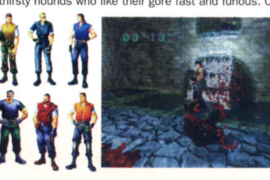
HE'S BEEN PECKED TO DEATH BY CROWS!

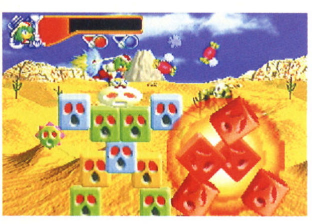
All the indications are pointing towards this being a perfect conversion of the PlayStation smash. Being as we now have a finished version, you'll have the full update next month.



The closet where you get your new costumes.

In the normal game, these crows won't attack.







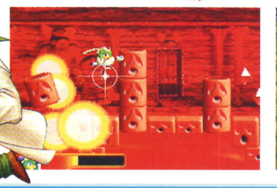
PLATFORM	BY TREASURE
OUT NOW (JAPAN)	1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 64 MEG CART
- RELEASED BY ENIX TEL IMPORTERS

What's going on here? A N64 game that's not 3D! When you find out who the game's by, you'll realise that this 2D platform adventure is in very safe hands!

GO GO!! TROUBLEMAKERS

Responsible for some of the greatest Mega Drive games ever seen, Treasure have slowly but surely built a reliable reputation. They brought sprite scaling, and rotation to the console for the classic *Gunstar Heroes*, and refined their skills through *Dynamite Headdy* and *Alien Soldier*. Their last classic was the incredible *Guardian Heroes* for the Saturn. Quiet for almost two years they have re-emerged, going back to their roots. Not *Gunstar Heroes* era, but further back. When Treasure were still a bunch of coders working for Konami, making the classic *Probotector* for the Super NES. Once again working on a Nintendo console, what kind of Treasure can we expect to find this time?



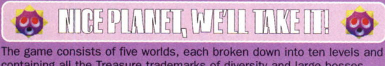


QUEEN OF THE ROCKET MEN





Set on the planet of Nendoro, Troublemakers is the adventure of Marina Liteyears, a bodyguard and maid. Her resourceful master, Professor Gumbel, has been kidnapped by inhabitants of the planet. As Marina you must search for your beloved master through the colourful levels. Unlike most other platform games where you jump on creatures to dispose of them, Marina must grab opponents and shake or throw them. Shaking sometimes produces power crystals or weapons. Marina also has the ability to fly short distances with the aid of rocket boosters on her body. This is necessary for some of the more deviously designed levels.



NICE PLANET, WE'LL TAKE IT!

The game consists of five worlds, each broken down into ten levels and containing all the Treasure trademarks of diversity and large bosses. The first few levels of World One even acts as a tutorial. Here only friendly creatures are encountered who offer tips and playing advice.



Advice can be bought on most stages in the game, by trading ten red stars with any pink faces (with hair bow) you encounter. Useful because these tipsters often appear when you encounter a section that is unlike any you've visited before.









To finish a level, Marina must locate a star to warp to the next location. Later levels have multiple stars. Only one is the real warp!

THE CRYSTAL MAZE






There are four different colours of crystal littered around each stage. Red, the most common, are the building blocks of your lives. Every time your energy bar reaches zero, red crystals are used to continue the game. Ten crystals puts you back in the action with a full bar of energy, 30 reddies and you receive two full energy bars. Or if you're feeling really rich, hand over 100 red fellas for three full energy bars. Blue crystals add a small amount to your energy bar, while the less common Green crystal restores health back to maximum. Also on each level is a hidden Yellow crystal, collect these on every stage to receive a special surprise!

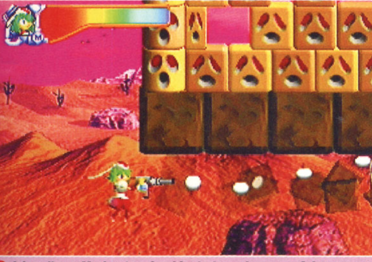


A TREASURE TRAIL

Though *Troublemakers* is short on few real surprises, it does contain a few clever features. The majority of levels may look similar, but nearly all contain something new to do. All the levels involve the simple task of finding a star to warp to the next stage. Some stars are only revealed by solving puzzles, such as rescuing lost Nendoros. Not all levels follow the same structure, certain sections involve using different types of transport. Most scroll horizontally, but there are levels where Marina needs to climb. Marina also takes a rest on two levels, and you instead take control of a Nendoro called Chappy. At the end of World Three there's even a Track-and-Field style tournament to compete in!



Like *NiGHTS*, *Troublemakers* features a grade system for each completed level. All A grades should reveal new surprises.

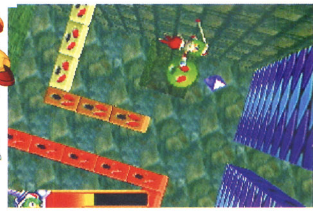


A jar allows Marina to mix objects to make powerful weapons. Flowers, placed inside and shaken, make a throwing star. Crystals can also be upgraded. Experiment with recipes.



The lava boss is getting pretty angry. That's because we've disposed of one of his minions, who protects this mighty monster. Better watch out, he's drawing energy and is about to spit flames!



GOING, GOING GONE!

Go, Go!! Troublemakers is dead! Long live *Mischief Makers*! For this is the title the game will go by in the US and UK when it arrives later in the year. Due to the large amount of Japanese text, the game is quite hard to understand, though has recieved rave reviews in Japan. Expect an English language version to reveal hidden delights.



85% COMPLETE

PC CD ROM

ADVENTURE | BY REVOLUTION SOFTWARE | 24 SEPT RELEASE | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 2 CDS
- RELEASED BY VIRGIN TEL 0171 368 2255

Prepare yourselves for an adventure, the like of which has never before been seen! Well, maybe a couple of times.

BROKEN SWORD II
SMOKING MIRROR











George Stobbart and Nico Collard could have stayed in bed this morning, but, like some kind of crazy Indiana Jones twins, they're off on a round-the-world escapade, braving snake bites and South American death deities in Revolution Software's latest point-and-click quest. Kidnapping plots, crime syndicates, ancient Mayan curses, dwarfs with blowpipes, mysterious idols, Welsh drug dealers and the imminent destruction of all life on our planet! *Broken Sword II*.

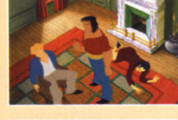
AROUND THE WORLD IN 80+ SCREENS





If *Broken Sword II* were a movie it would have to have a hell of a big travel budget. From Paris, a lead to an export agency takes George off to the docks at Marseilles, where he finds Nico tied up in a warehouse. The pair decide to follow Professor Oubier to Quaramonte in South America, where they run into an Indian shaman, who reveals the true purpose of their quest – to recover three stones that will prevent the evil god Tezcatlipoca from being released from his magical prison after an imminent solar eclipse. With a new sense of purpose, George and Nico split up, George heading for a Caribbean island which was once home to a loot-crazed privateer, and Nico jetting back to London, where one of the stones resides in the British Museum. Thank goodness our heroes are immune to jet-lag!

GET OUT OF THAT!




The story starts with George accompanying his girlfriend Nico to the Parisian townhouse of esteemed archaeologist Professor Oubier. They're met by a muscley South American, who shows them upstairs, then coshes George over the nut! Suddenly, Nico gets a poisoned dart in the neck and collapses to the floor! When George wakes he's tied to a chair in a burning room with Nico nowhere to be seen and a massive spider about to climb up his trouser leg. How to escape a fiery death, and the spider, and clear the poison, is just the start of your problems!



PHEW! THIS ISSUE OF CVG JUST KNOCKED ME OFF MY FEET! WOW!

A GAMING REVOLUTION!

Revolution Software have been in the adventure business for several years now – their first hit was the acclaimed sci-fi caper, *Beneath A Steel Sky*. Over the years they've been refining the technical side of their games. The most striking advance in *Broken Sword II* are the extremely impressive graphics. All scenery is intricately detailed and even has parallax-scrolling features, and the character animation is enhanced by clever effects such as shadowing, light effects, alpha-blending and geometric sprite transformation, both of which prevent the sprites from becoming chunky or indistinct as the characters move in and out of the screen. It's as good as any cartoon, and that's a fact!


Click on the subject icon at the bottom of the screen to talk.


When George and Nico split up, the action cuts between the two characters.


It's Karzac, the Welsh drug dealer! And he's got Nico!


A classic 'Divert The Guards' puzzle in operation.

BROKEN SWORD - UNSHEATHED!



What with *Broken Sword II* and LucasArts' imminent *Curse of Monkey Island*, adventure fans have a lot to look forward to this summer. Since this is becoming such a popular trend (and we thought point-and-click was on the way out!) we're hot on the case trying to find out any more that are planned.

PART 2 OF PART 2 COMING SOON

All things considered this sequel is expected to offer far more depth and longevity than the original. Only way to be sure is to lock Alex in a room for a whole month. Results next issue.



CHECKPOINT

The month's events and software releases at a glance. **Aug-Sept**

If you like lists, pictures of really ugly people and competitions that have a vague reference to a big game of the month, then Checkpoint must be your wildest dream come true!

It's the first hot day we've had in weeks. There are shorts and shades all over the place, parks are full, sun worshippers have emerged from the hibernation and begun bathing again and guess where we are? Stuck indoors, staring at screens all day, watching others sitting in pubs having a great time. So, with that in mind, you had better like this month's Checkpoint. The release list is one of the most up-to-date we've printed, the pictures are some of the most bizarre and gruesome (have you seen Ed's sister??!!!) and the games we're giving away are awesome. So stop reading this unimportant bit, and skip to the nitty gritty. What are you waiting for?

ECTS

September. Earls Court, London.
This is the British equivalent of E3, yet without every games company in the world and half the glamour. Still it gives the British journos like us a chance to go and drink lots of free beer and look at games we've seen before. Expect newer versions of *Sonic R*, *Quake* and *Duke* on Saturn and maybe *Res Evil 2* and *Tomb Raider 2* for PlayStation! Sounds like good fun to us!



Sonic powers back into ECTS! Cool!

WIN! WIN! WIN!

F1 '97

F1 was brilliant. But it was bugged up to the eyeballs. To counter this Psygnosis have smoothed all of those irritating little glitches and added loads of other stuff too. You want split-screen two player mode? You got it! You want a real over-the-top *Virtua Racing* style arcade mode? You got it! You want to win this game? You got it! All you have to do is this. Murray Walker returns to this version, along with newcomer Martin Brundle. We all know that Murray is as bald as a coot. You have to draw one (or all preferably) of the CVG team members with no hair. Slapheads, shiners, a Willie Thorne. Call it what you like. The funniest and most lifelike will win. And don't just limit yourself to us being bald. Any form of defacing will be accepted. Mark your entries to:
CVG HAVE MORE SPAM THAN TESCO'S COMP.

LAST BRONX

You may or may not know this, but a 'bronx cheer' is another name for a fart. That the reference to *Last Bronx* and this competition. Sega's new fighting game proves beyond doubt that that they are the masters of this particular field, so we want to give you the chance to win a copy of the home version. All you have to do is draw us (your pens and pencils are being kept busy this month) one of the characters from *Last Bronx* doing a move in which a 'bronx cheer' is incorporated. You have to sketch one of them doing a fart fireball. Or something similar to that. Send your entries to:
EGGS, SHOULDERS KNEES AND TOES COMPO.

DARK REIGN

What happened to our summer? It was dark and it chucked it down with rain all the time! Rubbish. No sun tan, no ice creams, no sitting in beer gardens. We wouldn't have minded if it had rained cats and dogs, at least that could have injected a little bit of entertainment value. If you fancy winning a copy of Activision's *Dark Reign*, to wind away all those miserable winter days just like the summer, we want you to draw a short cartoon strip on what you think would happen if it really did rain cats and dogs. Make it a funny, graphic or just plain silly as you like, but get them in quick. Address compos to:
IT NEVER REIGNS, IT WOOFS AND MEOWS.

Send entries as soon as possible to:
CHECKPOINT #190 FREEBIES, COMPUTER AND VIDEO GAMES, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TX



Blimey, this is what our regular readers look like. Sick bag anyone?

DUNGEON KEEPER

You lot certainly have some really ugly mates. Pig ugly. We had such a laugh seeing the various monsters you choose to call relatives or mates that we almost wet ourselves when each days post arrived. But there were two notable entries. Just failing to win a prize was the picture sent in by C.Coleman of Ed's better looking sister. But the undisputed winner was Adam Tomlinson who sent in this pot bellied picture. TFI Friday will be on the phone for the Ugly Bloke audition in a matter of days.

Yeah, like Hi there man. I'm Len Lomas, and errr, peace. Cool.



SHINING THE HOLY ARK

All we wanted you to do, was draw what you think we'd take on an Ark with us. Nothing complicated about that. So why on earth did you think that we'd want to take dirty mags with photos of Maggie Thatcher in them??? Bizarre. So we plumped for the most imaginative, creative and awesome drawing out of the lot. Well done Jack Doherty or Co. Durham for the picture you see here.



SYNDICATE WARS

It was another rough link with the game, but all we wanted you to do was guess what our lottery syndicate numbers were. Obviously a lot of you got one number right, and one or two actually got to. But, congratulations go to James Foulkes-Arnold for getting three right. Our numbers were 1, 2, 18, 32, 33 and 40. He guessed 18, 26, 32, 33, 39 and 48. Well done sir, a copy of Syndicate Wars is heading to Peterbrough in the near future.













KEY: **Red** It's hot, so buy it! | **Blue** Avoid like the plague!



GAME NAME	COMPANY	FORMAT
14th August		
Football Manager	Europress	PC CD-ROM
15th August		
Air Combat 2	Sony	PlayStation
Castlevania	Konami	PlayStation
NHL: Open Ice	GT Interactive	PlayStation
Oddworld: Abe's Oddysee	GT Interactive	PlayStation
Street Fighter EX Plus	Virgin	PlayStation
Viper	Ocean	PlayStation
War Gods	GT Interactive	PlayStation/N64
21st August		
Worldwide Soccer	Sega PC	PC CD-ROM
29th August		
Actua Tennis	Gremlin	PlayStation
Legacy of Kain	Activision	PC CD-ROM
Resident Evil	Virgin	3Dfx
August (no set release)		
Lands of Lore 2	Virgin	PC CD-ROM
RIVEN: Myst 2	Broderbund	PC CD-ROM
Shadow Warrior	Eidos	PC CD-ROM
Total Heaven	Europress	PC CD-ROM
Warlords 3: Reign of Heroes	Broderbund	PC CD-ROM
5th September		
Discworld 2	Psygnosis	PlayStation
NBA Hangtime	GT Interactive	PlayStation/N64
Ninja	Eidos	PlayStation
Starfox 64	THE Games	Nintendo 64
12th September		
Fighting Force	Eidos	PlayStation
Formula 1 '97	Psygnosis	Playstation/PC CD-ROM
Hexen 2	Activision	PC CD-ROM
Red Baron 2	Sierra	PC CD-ROM
Sierra Pro Pilot	Sierra	PC CD-ROM
25th September		
International Rallycross	Europress	PC CD-ROM
26th September		
Bust a Move 3	Acclaim	PlayStation
Dark Reign	Activision	PC CD-ROM
Planet of the Apes	EA	PlayStation
September (no set release)		
1943: European Air War	Microprose	PC CD-ROM
Armoured Fist 2	EA	PC CD-ROM
Broken Sword 2	Virgin	PC CD-ROM
Battletech: Mechcommander	Microprose	PC CD-ROM
Constructor	Acclaim	PC CD-ROM
Deathtrap Dungeon	Eidos	PC CD-ROM
Dreadnought	Ocean	PC CD-ROM
Falcon 4.0	Microprose	PC CD-ROM
Frogger	Hasbro Interactive	PC CD-ROM
Harrier	Digital Interaction	PC CD-ROM
Manx TT	Psygnosis	3Dfx, MMX
Mortal Kombat Mythology	GT Interactive	PC CD-ROM
Perfect Assassin	Grolier interactive	PC CD-ROM
Planet of the Apes	EA	PC CD-ROM
Star Trek: Klingons	Microprose	PC CD-ROM
Star Trek: Star Fleet Acadamy	Interplay	PC CD-ROM
Take No Prisoners	Broderbund	PC CD-ROM
Tamagotchi	Bandai Digital Ent	PC CD-ROM
Virtual Springfield	EA	PC CD-ROM
10th October		
Crime Killer	Interplay	PlayStation
Extreme G	Acclaim	Nintendo 64
Goldeneye	THE Games	Nintendo 64
Kings Quest 8	Sierra	PC CD-ROM
NHL: Open Ice	GT Interactive	Nintendo 64
Rascal	Psygnosis	PlayStation
17th October		
Crash Bandicoot 2	Sony	PlayStation
Fifa '98	EA	PlayStation
Resident Evil: Directors Cut	Virgin	PlayStation
Forsaken	Acclaim	PlayStation

12th Sep

And it's Go! Go! Go! for *F1 '97* in September!

16th Aug



As good as the arcade, with more characters!

THANKS TO HMV

Doug and Darren. Two names that mean nothing to the mere mortals of the earth. But to us, they represent the pinnacle of superhero status. Without these two fine, upstanding citizens, these very pages would be non-existent. For it is they that provide the information and prizes seen here. But don't dis 'em if the release dates change. It's nothing to do with HMV or CVG. It's the fault of those picky games designers.



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TETRIS! An awesome version of the block-dropping puzzle game, that matches any we've played on any system! Worth it for this alone!

TURBO! A high-speed race game as you accelerate your sports car up the screen, steering out of the way of oncoming barriers!

GALAXIA! A minature shoot 'em up frenzy, as you blast away attacking aliens with your laser base!

SNAKE! Guide the hungry snake toward the power pills without hitting the sides. But watch out, the more it eats the longer it grows!

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BACK ISSUES!



FREE Exhumed poster! Massive AOU arcade show report, in-depth *Soul Blade* review and second part of our guide, *Dead Or Alive* moves list, *Duke Nukem 3D*, loads of RPGs.



Amazing coverage of the Tokyo Game Show '97. Everything you need to know about *Tamagotchi*. Part one of our expert *Fighters Megamix* guide. *Street Fighter 3* strategy guide. *ISS 64* review.



Tekken 3 guide (with extra tiny moves), first in-depth look at *Star Fox 64*, second part of our pro-guide to *Fighters Megamix*, full reviews of *Mario Kart 64* and *Dungeon Keeper*.



Tomb Raider 2 feature and interview, *House Of The Dead* guide and maps, *Vampire Savior* moves list, *Mario Kart 64* short cuts and tips, *The Lost World* games, *Formula 1 '97*, *G-Police*.

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computer and video games

THE FIFTH ELEMENT

The most intense special effects film EVER is being made into a video game! CVG spoke to designer Patrice Garcia, and developers Kalisto to find out the details so far.



"Every five thousand years the universe needs a hero, and in New York City of the 23rd Century, a good hero is hard to find." Every once in a while something comes along which gives our Editor, Paul, a new reason to live. Sometimes it's a game, sometimes music. Sometimes a crazy gizmo like Tamagotchi. This month it's a film – Luc Besson's new-born space action epic, The Fifth Element. Film critics refer to it as the freshest science-fiction vision in 15 years. Paul says it's just a really cool film with loads of artillery action and beautiful women in it. So, you can imagine how his ears pricked up when he heard there was a game of the film on the way for PlayStation and PC! Ace CVG agent Paul Glancey was immediately hired to shed a 'little light'...

ELEMENT DEVELOPMENT

Games-of-the-film have often been an afterthought on the part of a film's marketing team. Not so with *The Fifth Element*. As soon as production started, the film's producers at Gaumont in Paris realised that the story and the action sequences were perfectly suited to use in a video game. Rather than selling the game license, Gaumont set up their own software studio in June of 1995, Gaumont Multimedia, then started looking for a developer that had the experience required to turn the film into a game.

They found Kalisto – another French team – and work began on the game at the start of this year. Gaumont gave Kalisto access to the script and all of the film's production artwork, and even sent the design team over to America to meet the film's special effects technicians at Digital Domain. When Kalisto returned they worked out a game design, then submitted it to Gaumont and Luc Besson for approval. Both liked the idea enough to give the go ahead. Game-of-the-film history was begun.









Part of *The Fifth Element* game involves strategy. Leeloo or Korben must fight hard AND think fast.





TO SAVE THE WORLD

Coding has only recently begun on *The Fifth Element* game. As you can see from the screenshots, it adopts the 3D exploration and fighting routine. The idea is to recover the four stones representing the four earthly elements, and get them back to the temple on Earth where they can be reunited with the fifth element in time to repel the ultimate evil. In the process, you have to explore 15 different 3D levels, fighting it out with Mangalore mercenaries; Zorg's lackeys; New York cops, and all kinds of other futuristic monsters while looking for secret passages, door switches, and your current mission objective.



LEELOO DALLAS MULTIPASS

In the film both Leeloo and Dallas get almost-equal shares of the action, and this will be reflected in the game. Some levels are played as one of the two characters, while others let you pick your favourite. Your choice of character affects the action, though. If you're playing as Dallas you get plenty of powerful firearms to defend yourself with, whereas Leeloo gets a selection of weapons, plus she can use her martial arts skills.



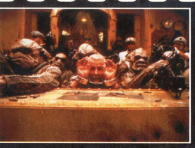
Leeloo wastes no time using measured violence to get what she wants. However she requires the military know-how of Korben Dallas to help her out. This partnership will also feature in the game, where players will use both to their advantage.







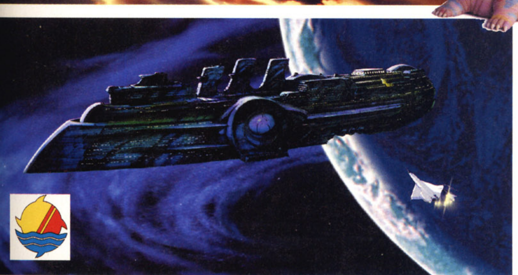












TIME IS NOT IMPORTANT

Production on *The Fifth Element* began five years ago, but the concept is over 20 years old, beginning when Luc Besson was 15. At that time he was kicking his heels in boarding school. Fed up with his situation he decided to dream his way out of it. Luc set to work writing a fantastic story set in the future, in which a force of pure evil enters our universe, and can only be stopped by an ancient weapon constructed of the four earthly elements, earth, fire, water and air, and a fifth, alien element. Once finished, he had a massive 400-page script! Not knowing what to do with it at the time, he put it away in a safe place.

By the time Luc Besson picked up the script again it was 1992 and he had attained a reputation as one of Europe's star film-makers. Re-reading the script, he decided it would make an excellent action film. With the help of his friend Robert Mark Kamen, Luc trimmed the story to a more workable 150 pages, then assembled a crew of conceptual artists to realise his vision. The team would be led by two acclaimed French comic artists, Jean Giraud, who had become world-famous for his work as 'Moebius', and Jean-Claude Meziere, the creator of Valerian, Spatio-Temporal Agent. After taking a break to shoot another film, the stylish action flick, Leon, Luc returned to The Fifth Element to pull the ideas together and get production fully underway.

Three years and £54 million ($90m) later, the film was finished. When it opened the prestigious 1997 Cannes Film Festival its breath-taking visuals left the audience of filmland glitterati stunned. In the USA it went to number one on its first weekend, and in the short time since its release The Fifth Element has earned over £36 million in US box office receipts.

With films like Batman and Robin and The Lost World occupying screen-space at your local multiplex, The Fifth Element will have a lot of competition this summer. But of the three films it's the only one that comes close to deserving the description of 'classic'.













THEY MAKE THEM...PERFECT

One of the powers The Fifth Element has over other science fiction films is the spectacular sights the film offers. From the miles-high structures of 23rd Century New York, to the space-going hotel, The Fhloston Paradise, its appeal is magnetic all the way.

While the concepts were originated in Europe, the actual effects were produced in the USA, at James Cameron's own effects house, Digital Domain. Headed by oscar nominated director Mark Stetson you'll have seen their work with models and computer-generated effects in Apollo 13, True Lies and many other blockbuster films. But even they had to push the boat out for The Fifth Element. In one shot of New York Digital Domain beat their own record, composing 82 separate SFX 'elements' into making just one shot.







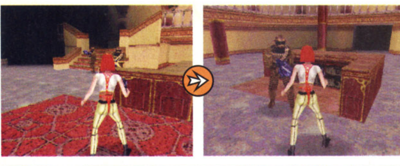












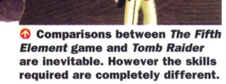






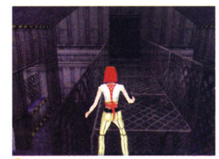
THE DIRECTOR'S CUT

Most of the levels are adapted from the film, so you get to explore locations such as the temple and the Fhloston Paradise ship. Kalisto have also been allowed to use two other locations which were edited out of the film for time and budget reasons. One is a police station, the other is a New York sewer, which houses a whole community of social outcasts and blood-thirsty mutants! Also, Gaumont have hinted that one of the game's digitised cut-scenes may include a surprise ending, which was shot for the film but never used in the final print.



THE 3D ELEMENT

At the heart of *The Fifth Element* game is Kalisto's own 3D engine, which they have also used in *Nightmare Creatures*, a PlayStation title due for release by Sony later this year. In *Nightmare Creatures* you have to explore graveyards and other sinister locales armed with a big stick, a pair of pistols and a bunch of magic weapons. *Nightmare Creatures* looks impressive, but by the time *The Fifth Element* appears, you can expect that engine to have been refined quite a way. Kalisto are working on a lot of new effects for *The Fifth Element* game, and will be using texture maps taken from the computer models produced by Digital Domain for the film. To make sure the PC version gets the full benefit, like so many other developers Kalisto will be including support for Power VR, and possibly other 3D hardware.



Comparisons between *The Fifth Element* game and *Tomb Raider* are inevitable. However the skills required are completely different.



Don't remember this from the film? That's because this is one of the areas originally planned to feature, but didn't make it.

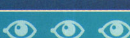
Though Gaumont have not specified, we assume this is the Sewer. This was also planned, but in the end omitted from the film.



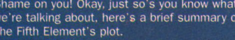
LEELO VS LARA

One thing we are very keen to discover is how Leeloo measures up to Lara Croft – soon to return for *Tomb Raider II* – in the female-game-hero stakes. Leeloo may not have Lara's measurements, but she swaggers better and handles herself with more style in a fight. Kalisto are quick to deny any similarities between *The Fifth Element* and a certain game in which tombs are raided, but looking at these pictures... well, see what you think.





WHAT... YOU HAVEN'T SEEN THE FILM?!



Shame on you! Okay, just so's you know what we're talking about, here's a brief summary of The Fifth Element's plot.

Every 5000 years a planetary conjunction opens a black hole in space, allowing a force of ultimate evil to enter our dimension so that it can destroy all life on Earth. The only thing that has saved us until now is a weapon constructed by an alien race, the Mondoshawan. And this weapon can only be activated by stones embodying the four elements, earth, fire, water, air. Plus one other, vital, ingredient – the mysterious Fifth Element.

The year is 2258, and evil is on its way. Fortunately, so are the Mondoshawan, carrying the five elements required to destroy the invader. But before they can reach Earth their ship is attacked and destroyed by a gang of Mangalore mercenaries. The mercenaries are in the pay of one Jean-Baptiste Emmanuel Zorg, an Earth-based arms dealer who is in league with the evil force, 'Mr Shadow', and has to retrieve the elements before it arrives.

With the Mondoshawans gone all seems lost, but a survivor is found in the wreckage of their ship – a single living cell that had been part of one of its crew. The cell is returned to New York and cloned into a beautiful humanoid alien female (named Leeloo), who promptly escapes and ends up jumping off a ledge, miles above the ground, and into the back seat of a cab.

At the wheel of the cab is Korben Dallas, who suddenly finds himself with this fugitive in his cab.










KORBEN DALLAS



Played by Bruce Willis. Once a decorated starfighter pilot, hard-bitten Korben Dallas now works as a cab driver – and not a very successful one. After the beautiful Leeloo falls through the roof of his cab he ends up being fired from his taxi job, and is catapulted into a bid to save the universe from a force of eternal evil!

LEELOO



Played by Milla Jovovich. Full name: Leeloo Minaï Lekatariba Laminatchaï Ekbat Dé Sebat. A beautiful alien female who has been genetically engineered to be perfect in every way. Immensely strong and intelligent, and an expert in martial arts after reading up on the subject in an encyclopedia.

JEAN-BAPTISTE EMMANUEL ZORG



Played by Gary Oldman. Sinister megalomaniac who has become immensely wealthy after a lifetime of arms-dealing. Zorg has allied himself with the force of evil and has commissioned a squad of Mangalore mercenaries to retrieve the four stone components of the weapon that can save the Earth.





MONDOSHAWANS

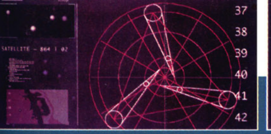


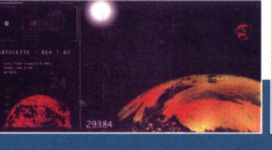
Benevolent alien race who visited Earth in its ancient past to save it during the last incursion of evil into our universe. The Mondoshawans set up a temple containing a weapon comprised of the four elements, earth, fire, water and air, as well as the mysterious fifth element.

MANGALORES



A militaristic species of alien shapeshifters, who became mercenaries after war with the Earth Federation devastated their planet. Generally not very bright, but they are fierce fighters and hold to a strict code of honour, even when certain death confronts them.







and a squadron of flying cop cars in pursuit. Eventually he evades the police and takes Leeloo to a priest, whose name she has been burbling. The priest is the head of an ancient order inaugurated by the Mondoshawan to be their representatives on Earth. He recognises the girl as the supreme being, but wonders how she can save the Earth now that the stones are lost. But it turns out the stones were never on the Mondoshawan ship, and Leeloo was to recover them from a Mondoshawan agent on the luxury pleasure planet, Fhloston Paradise.

Word spreads and soon everyone is heading for Fhloston Paradise to find the stones: Zorg, who was outraged to discover the case the Mangalores recovered was empty; the Mangalores, who were outraged that Zorg didn't pay them and who now want the stones for themselves; Dallas, who has been engaged by the military so that he can ensure the stones' recovery; Leeloo, who ends up accompanying Dallas, and the priest, who stows away aboard the FTL (Faster Than Light) intragalactic shuttle starship to get there. Thus is the scene set for a major bullet-fest aboard a beautifully decorated floating space hotel...

So, who gets the stones? And who gets blasted to bits? And what exactly IS the Fifth Element? For the answers to those questions, get down to your local cinema and buy a ticket.

NINTENDO64	SPACE SHOOTER	BY NINTENDO
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THE must be excited by this, because they bought the release date forward. *Starfox 64* is about to rock a cartridge slot near you!



The N64 is beginning to pick up steam. The slow start worried many people, and the lack of releases is still a cause for concern. But with every passing month, those who plumped for the 64 are beginning to think they made the right decision. *Mario Kart* stormed the charts, beating a number of other big titles, including *ISS Pro. Starfox* represents the next triple A title for the machine, and if sales in the USA and Japan are anything to go by, it's gonna be huge! Even the rumble pack is sound investment, with over ten games reportedly in development to run in conjunction with the add-on. If you hadn't already gathered by now, we love *Starfox.* And we want you lot to love it too. If the next four pages don't convince you to buy it, nothing will.



HONOURS EVEN?

The key to getting the most out of *Starfox* is obtaining the medals for each stage. These prizes are only awarded once you've notched up a certain score for a particular level, but let us say now that this is INCREDIBLY tough! Here are a few pointers you may need to remember. Oh, and unless all of your wingmen are alive, all of your hard work is pointless.

TIP 1: USE THE HOMING LASER!

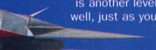
The biggest thing you have to remember is that the homing weapon you have can gather the most hit points. If you kill a group of enemies with this bomb, a little message appears on screen along the lines of 'Hits +2' for instance. This means that as well as the normal point you get for downing each individual fighter, you also get 2 extra hit points. Do this enough times during a level and you may even double your score.



TIP 2: LAUNCH THOSE MEGABOMBS!

Don't be afraid to launch a megabomb into a group of enemies as well, because you can often gain 30 or 40 hits in crowded areas. A good time to do this would be at the beginning of Area 6, where there's a huge cluttered minefield. Big rewards can be reaped from this section if you time the bomb's detonation right. Meteo is another level in which this works well, just as you reach to big portals where twenty or so ships appear on both sides.







TIP 3: CERTAIN ENEMIES GIVE MORE POINTS

You have to remember that different enemies can give more or less reward points. The Red Mechs on the first stage (Corneria) for instance – robots that knock over the pillars – will give you 'Hits +5' every time you blow one up. There are two or three of them that are tucked away behind pillars who need to be killed in order to reach the desired 150 kills. Usually, the bosses will give a 'Hits +10' bonus so don't worry about not having enough.



!?! WHO, WHAT, WHERE, WHEN? !?!

You need to know how many points are necessary for each stage in order to get the medals, so consult our list to find out all you need to know!

PLANET	HITS	DIFFICULTY
Corneria	150	★★★
Meteo	200	★
Sector-Y	150	★★★
Katarina	150	★★
Fortuna	50	★
Aquas	150	★★★★
Solar	100	★★★
Sector-X	150	★★★★
Zoness	250	★★★
Macbeth	150	★★
Titania	150	★★★
Sector-Z	100	★★★★★
Area 6	300	★★★★
Bolis	150	★★
Venom	200	★★★★

LOOK AT WHAT YOU COULD'VE WON...

And the result of all your hard work are these awesome additions to the four player mode! Gone are the days where you simply race in the standard Arwings, because the Landmasters are here! Four on four tank action! But wait, could there possibly be more? For all those who are just plain fed up of vehicles altogether, why not play as Falco or Peppy on FOOT(!!!) complete with rocket launchers on each shoulder! This truly is something to aim for, and believe us when we say that once you have earned your medals, the time spent is well worth your effort! Check out the pictures!









You can mix the craft you all control, so one could be a tank, another an Arwing and two others on foot! If you choose the 'on foot' mode, you have the advantage of having the greatest speed!

CAT AMONGST THE PIGEONS

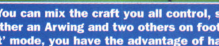
Other than your buddies Slippy, Falco and Peppy you could be forgiven for thinking that you're all alone in your battle against Andross. But fear not, because help is at hand. On Katarina – the Independence Day level – you're joined by another member of the Starfox team called Barry and the many pilots under his command. The tricky thing about this stage, is not to shoot his men. The homing laser will not lock on to them, so use it as much as possible. The second stage, Zoness is where you fist meet Cat. She is a rogue pilot who appears to help you progress through the stage. Successfully complete the tasks to make it to Sector Z and Cat follows you and will return to help you in this level. For first time players, this help is more than welcome, but when you are trying to get the medals you may find that she takes too many points!



Cat arrives on the scene and begins to take out the harder to reach spotlights. And YOU still get the kills for her doing this!







I'M IN A ZONESS MAN!

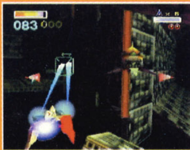
So you know that Cat comes to help you on this stage, but what exactly does she do? As you fly through the level, you see spotlights shining into the sky in a Hollywood movie-style way. Your task is to shoot all of these lights otherwise the hard level and Sector Z will pass you by. If you are going for the medal on Zoness, shooting these lights will reward you with a plus 2 on your kills and just so you know, as soon as you miss one of the beams, the remainder turn orange and you've failed the level! Oh well, try again!






AMAZING SECRET WARP NUMBER 2!

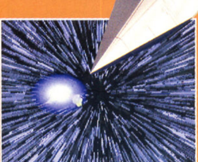
Following on from our awesome secret warp a couple of months back, we bring you yet another awesome secret as only we can! This warp is most handy for those trying for medals on Sector Z, as it lets you warp from Sectors X to Z without gaining Cat on the way. This then lets you take out all of the missiles and get the 'Kills +10' bonus for each of them.



At the split make sure you take the left hand side otherwise you miss the warp completely. Try and kill all of the three enemies by the path junction to get a laser power up.



As you approach the first gate, wait for the debris to move before hitting the brakes. Now unload with as many bullets as possible to flip the gate up as shown in the shot.



You need to use the brakes on every gate, and you have to flip them up to get the warp. Once the door turns red, it's almost open, so keep shooting and you're there!

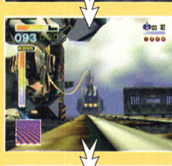


Once completed, you warp to a similar gassy area as the first. Except this time there is a lot more to get in your way. Surviving is the tough part, but it's well worth it!

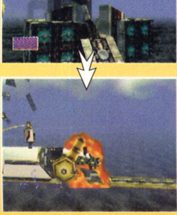
ALL TRAINS WILL BE DIVERTED...

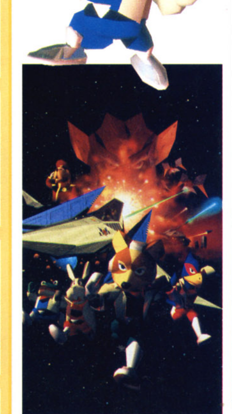
Macbeth has to be one of the most imaginative and enjoyable levels in the game. Control of the Landmaster is once again thrust into your hands, as you play through the level alongside a huge freight train. There are a couple of ways to finish this level, with what we are about to detail being the proper ending. The alternative is to simply kill the boss as standard, but you never get the medal this way. As you approach the guardian you can see small signposts with numbers on them. Every time you shoot one, they swivel around and a green light appears to indicate they have been switched. Shoot all eight and the small signal box at the end of the track will open, revealing a switch to change the points. Shoot this and the tracks will change, diverting the train into the building and earning you an extra fifty point hit bonus.











THE MISSILES ARE COMING!



This is where the game is up. The missile is too close to the Greatfox, so defeat is inevitable.





If you manage to shoot all of the spotlights on Zoness, or successfully execute the warp from Sector X, Sector Z is your reward. Although completing this level is simple, getting the medal isn't. The object for the level is simple, you have to stop the missiles from hitting the Greatfox. Everyone you blow up rewards you with a 'Kills +10' bonus. If you came through Zoness however, Cat appears and will shoot some for you, stealing the extra points in the process. Those aiming for the medal, need to spend the early parts of the stage scouting around the floating platforms to find hidden crates, which give a plus two points bonus once you've destroyed them. You also have to be constantly shooting any enemies flying around too. If you get stuck for energy you can fly into the back of the Greatfox and be completely refilled.

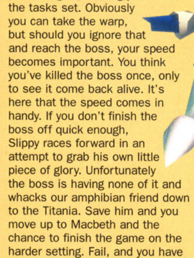









SLIPPY LITTLE DEVIL!

Sector X also sees a pretty major plot change, providing you meet the tasks set. Obviously you can take the warp, but should you ignore that and reach the boss, your speed becomes important. You think you've killed the boss once, only to see it come back alive. It's here that the speed comes in handy. If you don't finish the boss off quick enough, Slippy races forward in an attempt to grab his own little piece of glory. Unfortunately the boss is having none of it and whacks our amphibian friend down to the Titania. Save him and you move up to Macbeth and the chance to finish the game on the harder setting. Fail, and you have to go and rescue him!



Fail to save Slippy and you head to the sparse wastes of Titania. Because of the hills and sand dunes in this stage, you really need to use the burners to see what's coming. Keep the homing laser charged to shoot any surprise enemies.



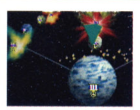


STARFOX ON-LINE!

Just a little note to let you all know that an American website dedicated solely to Fox McCloud and Co. has cropped up on the net. The address is a simple one,

http://www.starfox64.com

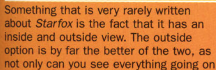
but the page is crammed full of everything you could wish to know. Character profiles, official guides and the chance to become the greatest *Starfox* pilot are all here. It's well worth checking out!



YOU SHAKE IT ALL ABOUT!

Something that is very rarely written about *Starfox* is the fact that it has an inside and outside view. The outside option is by far the better of the two, as not only can you see everything going on around you, but also if enemy craft sneak up behind. Inside, aiming and more pinpoint shots are the benefits but you often lose a sense of direction like this.







REVIEWER

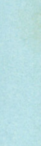
I'd buy an N64 for this game. It's as simple as that. Everything that epitomises Nintendo – the playability, the depth and the incredibly well thought out nature of the games, return once you boot up *Starfox*. You cannot deny that this is simply awesome to play. It takes no time to get into and loads of time to finish. And it's this reason that the game reaches the dizzy heights of a CVG High Five! The pleasure you get from finding out all the little secrets, how and when to shoot enemies to give yourself the biggest score and whipping three of your mates in the multiplayer mode...classic gameplay. The Rumble Pack proves that something like that can work, and while it may be a little on the bulky side, it still adds a hell of a lot to the atmosphere. I have finished *Starfox* lots of times, but keep coming back for more and that, in my books, makes this a great game.

STEVE KEY




This is the second 'must have' game for the N64 after Mario. Superb visuals coupled with absorbing gameplay make this a winner. Buy it!








The HMV CHALLENGE

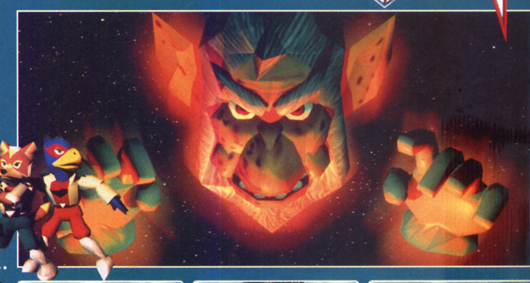


ARE YOU THE NO.1 GAMES PLAYER IN THE UK?

In the beginning there was *Rage Racer*; the speed of the chase and the nose to nose finish. Now brace yourselves for the second coming. All rise for the HMV/CVG *StarFox 64* challenge!

STARFOX 64

The *Rage Racer* challenge was awesome. Now we need you lot to make the second instalment just as good. *Star Fox* is the name of the game, and it will blow you all away! After the success of the first challenge (stores in Manchester had queues of people outside) we advise you to get there early to avoid disappointment. Or you could come along just to catch a glimpse of some of the best gamers in the country and maybe even the CVG team!



CHALLENGE TIPS: BUMP UP THAT SCORE!

Your task in this challenge will be to play the first level of *StarFox 64* – Corneria and rack up the highest score. Sounds easy on paper, but wait until you actually sit down in front of a huge crowd! To stand a chance of getting anywhere near the top ten, a score of at least 150 is needed. 160 and above is a truly expert score, with our best being 181. In order to do this, you need to know where the hidden enemies are and a few of the secrets. Look no further than our first level players guide.





1. You begin over water. Use the homing laser to get the second and third enemy, and use it again to get the big group of five for a Kills +4 bonus and a laser power up. Then shoot the guy chasing Slippy. By the time you reach land, your hit counter should be on sixteen.

2. Next, the enemies that appear from behind you can be shot in twos using the homing laser for more bonus points. As you emerge from the short canyon, shoot the four enemies by the pole with the 'homer' for Kills +3.

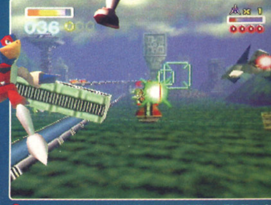
3. Now things become a little more tricky. Shooting the silver balls and satellite dishes will NOT give you any bonus so don't bother. Always keep the Homing Laser (we'll call it the HL from now on) charged to lock onto any strays.

4. Fly under the arch to get the gold ring, and you should lock onto a stray enemy if the HL is charged. Then shoot the doors on the gate to the left to reveal a bomb, and HL a couple more strays. The HL is then needed to take out a couple of ground tanks for added bonuses.



Use the Homing Laser to take these two out.

5. As you enter a small clearing, veer right, charge the HL, and hit the brakes. You should lock onto a red mech who'll push down a pillar. Shoot him for plus five, then HL the three vehicles on top of the track. Go under the arch for another ring, then hit the brakes.



These red mechs give you 'Kills +5'. Handy.





PREPARE FOR RE-ENTRY!

Full details of when and where to enter the second HMV/CVG Challenge are printed on page 10 of news. Go there and fill in the form, NOW!



6. The three enemies on the left can be wasted with the HL, then another three on top of the track also reap rewards for being HL'd together. Fly under the small arch before these three and four more enemies appear. Shoot the mech which knocks down the tower before killing these with the HL and claiming the 'Kills +4' bonus.



9. While this is going on, three ground tanks need to be shot, and a group of enemies to the right also need a homing laser fired at them. Falco MUST survive, at all costs.



12. Just before you fly through the waterfall, there are a couple of enemies to take out with the HL. Once on the other side, use the HL and normal lasers as much as possible to shoot all of the bomb dropping baddies. Use the HL on those that jump up from the ground to score more bonus hits.



13. As you fly over the water again, Falco will fly ahead followed by a group of three enemies. He then flies away leaving them for you to shoot. Wait for the second group to emerge before launching an HL and taking most, if not all of them out.



7. This bit happens really quick so your reflexes have to be sharp. Before you shoot through the gate, fly to the left and HL the mech. Nip through the gate, and hit the brakes. HL the three on the floor before turning your attentions to the second mech to the right. Fly through the much needed checkpoint.



10. Collect the laser or bomb, and charge the HL. Shoot one of the higher enemies by the bridge to take out another two before shooting the remaining one. Two mechs then appear in front of you, throwing girders your way. Dodge 'em, and HL both for ten extra kills. Then HL the middle of the three ground turrets.

SPECIAL NOTICE



Nintendo have announced that *Star Fox 64* will be known as *Lylat Wars* when it is officially released in the UK. Unfortunately this is not a joke, and has something to do with somebody else's copyright. So, as of next month, *Star Fox 64* will be known as *Lylat Wars*. Good grief.



7. Falco then flies off ahead of you, which represents a crucial part of the stage. HL the three enemies on the left of you and fly though the small arch. HL the four extra enemies that appear. When Falco flies back across the screen you can either launch a Megabomb or try your luck by trying the HL the three chasing him.



11. You then approach another watery section. You MUST fly through all of the arches, but at the same time shoot the four skater baddies as they give 'Kills +3'. The first can be shot from miles away with the HL, giving you time to hit the brakes and shoot the second coming in from the far right (the other two are simple).



14. Then it's onto the simple boss, who'll give you the final 'Kills +10' once defeated! It's time to sit back and watch to see if you really are the *Star Fox* master.



PC CD ROM

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JULY RELEASE

1 PLAYER

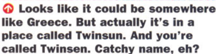
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Egg-headed adventurer Twinsen is back in what Electronic Arts are describing as the 'feel-good adventure of 1997'. Which is nice.

LITTLE BIG ADVENTURE 2: TWINSEN'S ODYSSEY

The world of Twinsun is in peril again, and what started off as a simple trip to the shops has turned into a nightmare mission for the heroic Twinsen. It all starts when Twinsen's pet dinofly is hit by lightning during a freak storm and crash lands in his garden. When his wife, Zoe, discovers the ailing beast she sends Twinsen off to find a healer before the cuddly dragonling croaks. Little does she suspect that he's going to end up travelling all over the planet, learning wizardry, going stunt-driving and fighting an assortment of local monsters, as well as a contingent of recently-landed aliens - then stowing away aboard their flying saucer and taking the fight back to their planet! All in all, it seems fair to assume that he won't be home in time for tea.

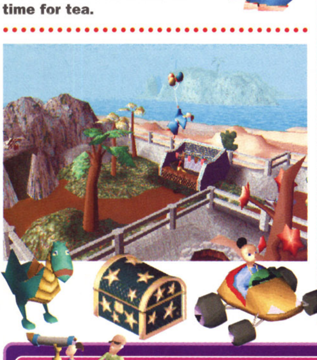




Looks like it could be somewhere like Greece. But actually it's in a place called Twinsun. And you're called Twinsen. Catchy name, eh?



An ingenious adventure it may be, but there's still room for the trusty minecart section. Well, you can't beat the old favourites.



SPACE INVADERS

Finding the cure for the dinofly is only the start of *Twinsen's Odyssey*. Once he's cleared away the storm that brought down the dinofly, a mysterious yellow spaceship lands in the centre of town and unloads a horde of grim-faced aliens. They say they've come in peace, but Twinsen gets the distinct feeling that they're keeping him under surveillance for some reason. His suspicions are further raised when he discovers that all the planet's wizards are disappearing, apparently lured away by the promise of an alien information exchange programme. If only he could get aboard that spaceship...





LOOKING FOR TROUBLE









At first glance *LBA2* looks just like *LBA1*, with the same isometric, 'on-high' viewpoint and a similar-looking 3D environment, but when you step outside Twinsen's house you'll see a big difference. In the external locations the 'camera' shifts about to give the best view of Twinsen and his surroundings, and when he moves out of camera range, the screen changes to show a new view. If Twinsen has to go behind an object or you can't see exactly what you're doing, a keypress switches the view to another camera, in another corner of the location.

LBA2 sees the return of the unusual 'Mood' control system that appeared in the first *LBA* quest. Instead of having different controls for fighting, talking, searching and so on, you just get one action button, and what Twinsen does when you press that button is affected by the mood he's in. Set him off in 'Normal' and he simply walks about, talking to characters and examining objects. In 'Sporty' mood he runs everywhere and leaps when you press the action key. When he's being 'Discreet' he tip-toes about, unnoticed by any nearby baddies. And when he's being 'Aggressive' he stomps about punching and kicking anything that gets in his way.

ENGAGE STEALTH MOOD!



Here Twinsen has to recover a stolen brolly from a thief...



He can try running after him, but the thief is too fast...



If he tries a more discreet approach he can take him by surprise!

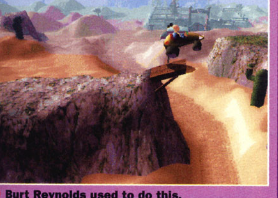


FLY-DRIVE TRIPS

The action in *LBA2* takes place on the numerous islands of Twinsun, and if the mission requires him to travel to another island Twinsen usually has to buy a ticket and take the ferry. Once Dinofly is back to his usual self, though, Twinsen can save money by getting on the grateful reptile's back and flying to all kinds of far-flung destinations. Twinsen can also speed up his quest by repairing his cool little buggy and having it shipped out to him, so he can motor around the landscape and reach areas unattainable on foot.




Riding that dinofly. Looks like a peaceful enough escapade. Unless the dinofly had bad guts, or died. Shudder.



Burt Reynolds used to do this.





You can even take the car racing, kind of.



BALLS OF FIRE

As well as the punch-and-kick Power-of-Strop abilities afforded him by Aggressive mood, Twinsen has other means of defending himself. He still has the magic ball he found in his first adventure, and he can usually put most minor foes out of action by bopping them on the head with it a couple of times. The ball is even more effective if Twinsen is packing some magic power, and later in the game a friendly wizard upgrades him to 'Green Ball Power' to make it the ultimate in hand-launched spherical weapons.



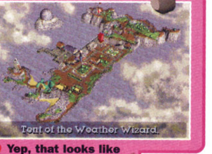


Twinsen tries some target practice to prove his wizard-worth.



LIGHTING UP THE MAP

Something else Twinsen has kept since his first adventure is the holomap, a portable globe that shows his location, and, by zooming in, a map of the island he is currently exploring. If someone gives him some information about a new location he has to visit, the map is updated and his next objective is marked with a red arrow. How convenient!



Yep, that looks like a map to us.



REVIEWER

I didn't get on with the first *Little Big Adventure* mainly because of the occasionally unwinnable combat scenarios and the general repetitiveness of the action. *LBA2*, however, looks and plays significantly better than its predecessor, offering a *Legend of Zelda* style of adventuring but with superb 3D graphics, an engaging (if slightly soppy) storyline, loads of different challenges to meet and plenty of cool things to play with. The action does take a while to get up to speed - for the first half-hour or so you're never in any danger at all and your time is taken up just talking to people – but by the time the aliens land you've got your hands full, and things keep building from there on. The combat is still a little weak because the magic ball is so tricky to aim and Twinsen often takes his time throwing it, but you're not as likely to be overwhelmed by enemies as you were in *LBA1*, and other weapons become available as you progress so that's not a major issue. Nope, good, solid fun is what's on offer here, and plenty of it – so buying it would seem the only reasonable course.

PAUL GLANCEY

RATING






It might look a bit poncey-fairy-taley, but LBA2 has everything it takes to entertain adventure fans of all sizes.
















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Fed up with all the chit-chat in your RPGs? If hordes of warriors battling to the death is more your style, you need psychiatric help. Or this!



When you purchase an RPG you can pretty much guarantee that the plot revolves around a beautiful Princess/Queen being kidnapped by an evil god that his risen from the depths of hell. This God would have been defeated many years ago by your ancestors, and you have to carry on the tradition etc. But, while *Dragon Force* may retain many similar traits from the other RPGs around, the combat system and general game style is unlike anything that has gone before it. Deploying the troops under your control to fight for you, while you watch from the sidelines, and capturing enemy troops for your own use is all unique to *DF*. But new ideas don't necessarily make an awesome game...









Blimey, that's not really called for is it now?



Special attacks can finish off generals easily.



Just hope you don't bump into the top troop!

THE SANDS OF TIME!

When you make it into the actual map area, you'll notice a small sand timer at the top of of the screen. This is continuously counting down during your time here, even when you're fighting. When it reaches the bottom, you are called back into your castle to deal with internal matters. This is where you need to dish out the medals after a successful fight. Giving them to your troops who have done well not only makes them happy, but also gives them the ability to command more and increased power soldiers once their ranks goes up.

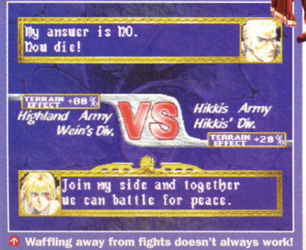






GIFT OF THE GAB

When you run into an enemy castle or army, you are thrust into battle. If however, you're feeling a bit cowardly or your own resources are running low, you have the option to try and waffle your way out of trouble. By selecting 'talk' before a fight, your General will try and persuade the other character that it's not worth his/her while fighting and should they join forces. The opponent will decline and attack you, decline and walk away, or accept and join forces. If they decide to attack however, it means that your best general (ie you) will be forced into battle.



Waffling away from fights doesn't always work!









REVIEWER

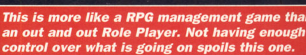
I'm a huge fan of RPG's. *Shining Wisdom* was awesome and I spent many long nights ploughing through that game. Some of my all time favourite games include all the *Zelda* titles and both *Shining Force* games. But this just didn't give me the same amount of satisfaction as the others. The biggest problem I found is that you don't actually have that much control over what is going on. All I could do was point the cursor at a building and the character would walk there, or stand and watch all my troops get caned and then have a one-on-one duel at the end of it all. It's a novel idea and a good one, but I found it too frustrating to really get into. STEVE KEY

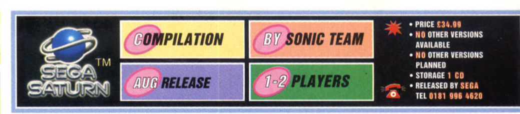












Project Sonic phase one now complete! It's the rebirth of cool as Sonic's original adventures reach a new generation!



Sonic The Hedgehog is the character that lead the rise of 16-bit video gaming a few years ago. At the end of 1992, when *Sonic 2* was released, it was hard to survive a day without seeing or hearing something about the legendary blue hedgehog. Then he disappeared. Sega seemed to lose all interest in him, even ditching him as their company icon for a while. But now he's back, and in style. *Sonic Jam* is the first part of Sega's Project Sonic, with *Sonic R* and a new, secret 3D platform game to be released in the next year. This is your chance to go back in time and find out what caused all the fuss, as well as take a look towards the future!







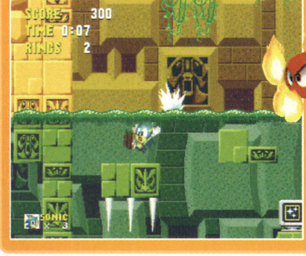

THE SONIC JAM!



The games included in *Sonic Jam* are some of the best-known 16-bit games around, but chances are that not many people have played them for a while. Here's a quick refresher on each.

SONIC 1

One of the most important 16-bit games ever, *Sonic The Hedgehog* had the best graphics seen on the Mega Drive as well as super-fast non-stop platform levels. Maybe slightly too short, the levels still had lots of reasons to play more than once.







SONIC 2



Released at the highest point of 16-bit gaming, *Sonic 2* was an enormous worldwide success. It improved on the first game in almost every way, adding a two-player mode, bigger levels, more characters and better graphics.






↑ The levels in *Sonic 2* have more routes than *Sonic 1*'s.

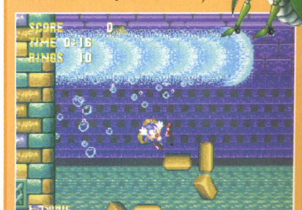
SONIC 3



Although *Sonic 3* was bigger and tougher than *Sonic 2*, it didn't have anywhere near the same effect on the public. Adding more power-ups, characters and skills it still felt incomplete, with tunes, animations and sections of levels not being accessible.



↑ By jumping and pressing any button in the air, Sonic can flash invincible for a split-second.





SONIC & KNUCKLES

Released eight months after *Sonic 3, S&K* was the missing half of the game. When the two were plugged together, they created a massive adventure which would take any gamer ages to finish properly. It also played differently with each character, and could be plugged into *Sonics 1* and *2* for more new modes.




The *Sonic & Knuckles* levels are bigger and more difficult than those in previous games. With *Sonic 3* it becomes amazing!

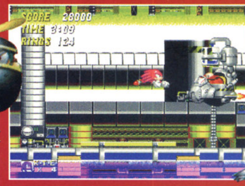






THE AMAZING LOCK-ON MODE!

Sonic & Knuckles was the first and only Mega Drive Lock-On™ game. By flipping open the top of the cartridge, the other *Sonic* games could be plugged in to give new modes. In fact, almost any Mega Drive game would work, creating a random special stage from the game code!



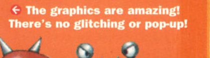
Connecting *Sonic 2* lets you play through as Knuckles, using his gliding and climbing powers on the original levels.



Plugging *Sonic 3* in the top makes *Sonic 3 & Knuckles*, the true final Mega Drive *Sonic* adventure. Collect all the Super Emeralds (NOT easy!) and become Hyper Sonic!



Sonic 1 gives you thousands (literally!) of Special Stages to complete. Get a perfect bonus and warp forward ten levels, or play through one at a time collecting passwords as you go.



VIRTUA GREEN HILL ZONE!

As well as having all the old Mega Drive *Sonic* games, there's the all-new 3D Sonic World mode as well. Using an enhanced version of the *NiGHTS* engine, it looks fantastic with no pop-up or slowdown at all. There's also a bit of a game in there as well, with tasks set for Sonic to complete around the arena before the time limit is exceeded.

Miles "Tails" Prower flies around Sonic World all the time, waiting to give Sonic a lift. One of the challenges requires you to find him as quickly as possible.





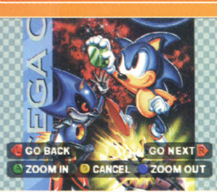
From the red and white start point, Sonic must complete the tasks he is set.

The graphics are amazing! There's no glitching or pop-up!

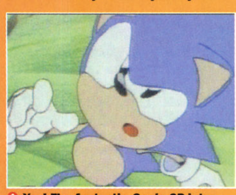
Each of the buildings in Sonic World is a different part of the "museum" section.



SONIC MEMORABILIA!



All the American *Sonic* packaging is in the Gallery. Oh deary deary us.



Yay! The fantastic *Sonic CD* intro movie is here, and it's the unedited version as well! Many scenes not in the Mega CD original!

Entering the Sonic World buildings lets you view all sorts of Sonic-related things. In the Gallery you can see lots of pictures of Sonic, the Character House has lots more pictures and sketches of Sonic and his friends, the Sound room has all the sound effects and music from all the *Sonic* games, the Movie Theatre lets you view lots of Japanese TV adverts, Sonic cartoons and the brilliant *Sonic CD* intro and outros! Toot toot Sonic warrior!

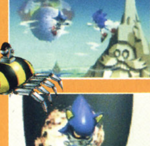
















SONIC REMIX!

For those who've either never played the old *Sonic* games or have played them to death, Sonic Team have added some remixed modes. Original mode is exactly the same as the Mega Drive games; Easy mode leaves out certain enemies, adds platforms and items, and leaves out most bosses; while Normal mode redesigns sections of levels, normally making them slightly easier but still giving fans some new surprises. This feature is something that should definitely be included in more of these compilations of old games.

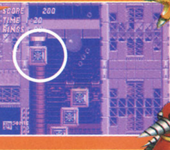


In the original game, this section involved jumping on tricky moving platforms.





The remixed Saturn mode is easier, with a spring to fire Sonic out of the water instead!



EASY

Easy mode is *really* easy! Even at the start of the first level there's an extra platform!



TIME ATTACK!

Each of the old *Sonic* games now gives you the option to play just the Special Stages, or to try out the levels in Time Attack mode. You can only race on the levels you've already completed, but the game will save the top three times for each act right down to the last hundredth of a second. Unfortunately you can't enter your name, but it still gives lots of scope for challenges against friends.

















Both the English and Japanese game manuals are included on the disc.





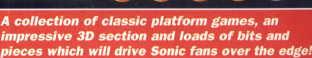
REVIEWER

If it wasn't for *Sonic 1*, I probably wouldn't be into games now. It was the first thing to get me completely hooked, and the excitement in the build-up to *Sonic 2*'s release almost killed me. For anyone else like me (ie. sad people) *Sonic Jam* is fantastic! The chance to play all the games again without getting an old Mega Drive as well as using all the new features and remixed modes is brilliant. It's also amazing how well the games have aged, especially the epic *Sonic 3 & Knuckles*. The collections of artwork, movies and music are great for fanatics, and with a retail price of just £35, it makes it one of the best bargains on the Saturn. If there happens to be anyone who's never really got into the *Sonic* games, this is the compilation to convert them. *Sonic Jam* certainly isn't a selling point for the Saturn, but you'd have to try really hard to be disappointed with it. As Sega's Japanese advertising says – this is cool!

ED LOMAS

RATING





A collection of classic platform games, an impressive 3D section and loads of bits and pieces which will drive Sonic fans over the edge!

SONIC JAM

REVIEW



PlayStation	RHYTHM ACTION	BY SONY	• PRICE £TBA • NO OTHER VERSIONS AVAILABLE • NO OTHER VERSIONS PLANNED • STORAGE 1 CD • RELEASED BY SONY TEL 0171 911 8700
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You demanded it, you got it. One of the most bizarre games of all time is about to grace your PlayStation. It's rhyme time as PaRappa gets his UK gig.

PaRappa The Rapper

Since his debut at the '96 PlayStation Expo in Japan, the little dog in the big red hat has become a real star. Becoming a mascot for the PlayStation in Japan is no easy feat, but PaRappa's done it, and is about to embark on a worldwide tour that will see his rhyming skillz hit Europe and the US. The future is bright for the real Dogfather, but is PaRappa a game or a toy? We'd say neither. It's an experience! PaRappa is unlike anything you've ever seen. The cutest graphics around and the best game songs ever! If you're still unsure as to how hip PaRappa is going to be, check his wise message and remember: 'You gotta believe!'





THE HIP HOP HERO

Upon seeing the latest Jet Baby movie at the local cinema with his friends, PaRappa realises in order to win his sweetheart's affections he must become a hero. The game follows his quest to become a respected Rapper. Through rendered story sections we learn how PaRappa comes to encounter the local rap glitterati. Acting as tutors, each instructor offers a different style of rap, through six stages of increasing difficulty.
















CHOP CHOP MASTER ONION



Wanting to get tough to beat the local bullies PaRappa enrols at the Fruits Dojo to learn the art of kung-fu. Master Onion is like a toned down, radio friendly Wu-Tang member.




INSTRUCTOR MOOSELINI

Jealous of Joe Chin, PaRappa decides he needs to learn to drive and fast. This female moose will give him the crash course. A hip hop female who's nobody's fool.




MR PRINCE FLEA SWALLOW



Oh dear, after learning to drive PaRappa goes and crashes his dad's car! He takes advice from this mellow reggae loving frog, as he needs to make some fast bucks.





CHEAP CHEAP THE COOKING CHICKEN

It's Sunny's birthday and PaRappa decides to bake a cake for his beloved. Tuning into the local TV cookery show, he learns how to make a seafood cake.




REVIEW

HOT GAS! THE TOILET!



PaRappa has too much to eat and drink at Sunny's party. Fearing for the contents of his shorts he runs to this toilet. Only he finds he has to rap to the front of the queue.





MC KING KONG MUSHI

Learning of a rap contest at Club Fun, PaRappa realises this is his big chance to impress Sunny. It's a real party-time celebration with an old skool flavour.









I WANNA RAP WITH YOU

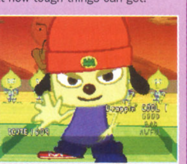
PaRappa is one of the most original games ever. Only *Quest for Fame* (the musical Aerosmith game) is similar. *PaRappa*'s roots go further back to the electronic *Simon* game by MB, and schoolyard game *Follow the Leader.* The difference here is you have to repeat the rhymes of your instructors. Though it sounds simple, you'd be surprised at how tough things can get.



Master Onion teaches PaRappa the kung-fu rap style. As he rhymes, an onion head moves across the rhythm bar at the top of the screen, passing symbols relating to the lyrics.



Now a little PaRappa head passes over the symbols, and you have to hit the corresponding buttons in time. Keep the rhythm to rap successfully.



Things start easy enough but by level three raps get pretty complicated. Each Tutor's style follows a different rhythm. Adjusting to these takes some skill. Plus sharp reflexes are a must.

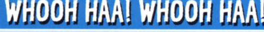














WHOOH HAA! WHOOH HAA!



After a while you'll realise following your tutor's rap is for amateurs. The real innovators will want to start improvising, or 'freestyling' for maximum points. Getting the rap-meter up to Cool makes your tutor pop-off, and you're left to freestyle rap. Mess up and your teacher soon comes back. Get to the end of the stage while keeping the bar at Cool, and PaRappa is awarded with a crown for beating the teacher. Get crowns on all the stages for a special surprise.

REVIEWER

Make no mistake *PaRappa* is a classic game, though not perfect. The graphics and sound are amazing, and it is a joy to play. Alas something's got to give, and in *PaRappy*'s case it's the long term appeal. Only six levels, which are relatively easy to finish, means most players could have this at the bottom of their games collection in less than a week. It's a great game to impress friends who don't normally play video games, or even something that your granny might be able to have a go on. At the end of the day *PaRappa The Rapper* is a novelty, and sadly too short lived. It's such a quirky title that there will be some gamers who are disappointed, or mislead by praise and hype. For me I think it's essential that *PaRappa* succeeds, there are far to many sequel based and unoriginal games being released that the games market is slowly beginning to look very stale. For these reasons *PaRappa* is a breath of fresh air to the game scene. Vote *PaRappa*, and vive la difference!

ALEX HUHTALA

HIP HOP DON'T STOP!



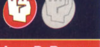


To complete each level you need to keep the rap meter in the corner of the screen at Good or above. If the meter drops into bad, strange things start happening to the level. This is because the sound and visuals are real-time generated! Rapping bad will make the music change, the rap meter drop to Awful, and things start going really screwy. Stay in the Awful zone too long and the tutor asks you to start the stage again.

RATING







A classic or a cult? You decide. We love PaRappa, even with its flaws. Cartoon visuals, great songs, and a top sense of humour. Peace, we outta here.



SHOOT 'EM UP | BY NAMCO | AUG RELEASE | 1-2 PLAYERS

- PRICE £34.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY SONY
  TEL 0171 447 1600

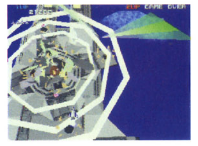
Metamorphosing from bitmapped 2D into 3D polygons before your eyes. *Xevious* returns, accompanied by his ancestors!



If you were old (or young) enough to be frequenting arcades in the early eighties, no doubt you would have come across *Xevious*. A frantic shoot 'em up where you take on the marauding Xevious Horde. Through countless sequels the story continued, though only a true fan could be found playing them. Now comes the return. Part compilation, part rebirth. Included is the '96 update of the title – *Xevious 3D*. The same *Xevious* thrills, but this time in the third dimension. Fans of the series, prepare to go wild and start frothing at the mouth! The rest of you stop sniggering.

HYPNOGOGIC MIND MACHINE

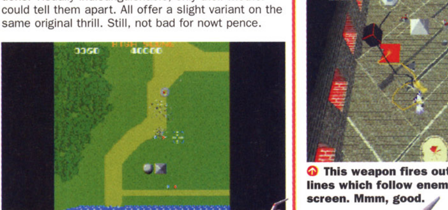
Namco have been very brave with the design of *Xevious 3D*, wanting to retain the look and feel of the original, yet in a 3D environment. A large risk has been taken – no texture maps. Most may feel that Namco have missed the boat somewhat, and that the game looks too basic. Though *Xevious* has a history of not looking state-of-the-art, it has built a reputation as a solid, addictive blaster.



Zoiks! The bosses may have basic textures, but they can still look impressive at times.

OLD FOLKS HOME

Namco Museum Volume 4.5. That could have been the title of this disk. For not only do you receive the 3D game, but also three more blasts from the past. The original *Xevious*, plus Super and Arrangement incarnations. Visually indistinguishable, only their mother could tell them apart. All offer a slight variant on the same original thrill. Still, not bad for nowt pence.



This weapon fires out these crackly lines which follow enemies around the screen. Mmm, good.

REVIEWER

What *Pacmania* was for *Pac-Man*, so is *Xevious 3D* to its original. While the Pac is almost always welcome back into our hearts, *Xevious* has never retained the same respect. *Xevious 3D* would have been a great game almost a decade ago, but now is sadly something of an embarrassment. The trio of *Xevious* past seem to be placed on the disk to show how Namco have remained faithful to the series (just in case anyone had forgotten what they looked like). To their credit, Sony have lowered the number of continues for the European release, making a tougher game. Yet *Xevious* doesn't achieve the same levels of addictivenes and challenge as next month's *Ray Storm*. Sadly, Namco have backfired in their designs. One for the die-hard *Xevious* fans only.

ALEX HUHTALA

FLY ME TO YOUR ROOM

Your trusty craft, the Solvalu, is the last hope of the planet to defeat the Xevious clan and is armed with standard missiles and bombs. Upgrade weapons by locating crystals on your journey. Blue, red and green flavours affect your destructiveness, blue multiplies the standard payload, green gives you laser beams, and red gives you lock-on laser lightning bolts (well, that's what they look like). A fair degree of experimentation with the different weapons is required, especially when encountering bosses.



RATING






A missed opportunity. Xevious should have returned phoenix-like, instead of being reduced to a Z grade bit-player.

REVIEW



THE OFFICIAL SEGA SATURN MA NE
RESIDENT EVIL THE FIRST REVIEW!
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No.1 FOR SATURN
ISSUE 23 £4.50
SEPTEMBER 1997
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SEPTEMBER ISSUE,
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INCLUDING
SONIC JAM!
PLUS: GRANDIA: AWESOME! WARCRAFT 2, CROC
LE MANS 24, SEGA TOURING CAR, LAST BRONX
THUNDERFORCE V
SALAMANDER... AND MORE!





The game that the PlayStation was made for comes to the Saturn. Can *Wipeout 2097* keep its cool?

wipEout 2097

Almost out of nowhere, the Saturn version of *Wipeout 2097* appeared. Until we got the game, no-one was really sure whether it was definitely going to come out on Sega's machine or not. Converted by Perfect, they've done a much better job than the last *Wipeout* which played completely differently on the Saturn to the way it did on the PlayStation. This time, although the graphics have been altered, the game plays pretty much as well as it ever did. Thing is, there's something a bit harder to explain that's gone missing.







Being able to take enemies out of the races is an excellent addition.

I AM THE FIRST... OH NO I'M NOT

As with the first Saturn *Wipeout* game, the licenced music by "real" bands has been cut out. That means no Chemical Brothers, no Prodigy, no Underworld, and so on. Instead, Psygnosis's in-house Cold Storage has added a load more tunes, as well as remixing the originals. The two used in the PlayStation version were some of the best in the game, but the new ones don't come across quite as well.





Whoah! Avoid the loser!

BACK TO THE FUTURE!

In the year 2097, F3600 racing has been dropped in favour of the new, faster F5000 racing. Piloting super-fast hoverships, racers have new deadlier weapons which can be used to eliminate other pilots totally. Pits have been added to give the ships more chance of getting through entire races in one piece, and the tracks are more varied than before. There are three classes with two tracks for each, plus an extra class especially for the very best pilots in the world.





REVIEWER

I've always loved the *Wipeout* games, and still play the PlayStation version of *2097* a lot now. The buzz you get from zooming around the incredible-looking tracks with fantastic techno blaring out of the speakers can't be touched by any other game. While the Saturn version seems excellent on paper, it doesn't have any of the feeling of the PlayStation version. The brilliant music tracks are missing (although Canada, one of the in-house tunes, was always one of the best anyway), the graphics have lost the edge that made them look so great, and the frame rate has dropped ever so slightly to become noticeable. They're all only minor changes that don't affect the way the game plays, but they really destroy what makes *Wipeout 2097* so brilliant. Without the excellent rush that goes with the PlayStation version, Saturn *2097* just feels like a "good" racing game. There can't be many Saturn owners who want to play a cut-down PlayStation game on their machine – I certainly don't.

ED LOMAS

A PERFECT CONVERSION?

As we've come to expect from PlayStation-to-Saturn conversions, the impressive translucent effects have gone. The explosions and flares have been redesigned so that they're coloured meshes instead. While they don't look as good as the PlayStation originals, they certainly don't look as bad as the ones in the first Saturn *Wipeout*. The detail of the track and ship textures has been reduced, making the game look blockier, but the frame rate is fairly close to the PlayStation game.



The mesh shield effect looks a bit rough.



The explosions are still very impressive.



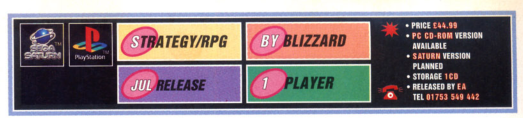






A great conversion, but it's just not the game that the Saturn was made for. Hard to recommend with other Saturn racers around.





Orcs and Humanlings battling on land, sea and air? This can only be a conversion of the acclaimed strategy game that did once mightily smite PC players!

WARCRAFT 2



Blizzard Entertainment have made quite a name for themselves with their fantasy strategy and role-playing games. Now they're out to establish a reputation with console players. What sort of game is *Warcraft II*? Imagine a sort of D&D version of *Command and Conquer*, with axe-wielding Orcs, Human archers and Dragons, long-boats and giant siege-engines replacing the commandos, snipers and heavy artillery. Playing as either the sinister Orcs or the barely nicer Human forces of Azaroth, you get over 50 missions in which to build your resources, marshal your forces and, with a bit of luck, kick the opposition right off the map.

...EMPIRE BUILDING...

Whether you choose to play as Orcs or Humans, the format of most of the missions is the same. You start in a corner of the map, surrounded by unknown territory and equipped with the few meagre resources you need to build a force of skull-crushing maniacs. Your starter base usually comprises a central town hall type building which handles supplies and peasant training, and a small farm that produces food for your personnel. A couple of low-grade troops and one or two labourers are provided to kick off with. Here's how the game develops from this point on.





Start by sending your low-grade troops out to explore the uncharted corners of the map, then get your peasants to start bringing in resources – gold from the nearby mine, wood from the forest and food from the farm.



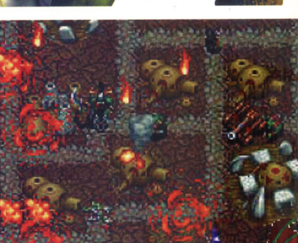


Peasants are also builders, but to begin with they can only create simple structures, like farms, town halls and barracks. Once they've got some experience they move on to more advanced projects, such as shipyards and foundries.

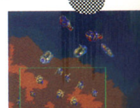




Training injects expertise into your forces, and constructing certain buildings complements others (eg, the foundry produces armour and enhanced cannons for the ships). As you progress your options branch out.



Pretty soon you can be the proud owner of a navy of destroyers and troop ships, and an air force of dragon-riding knights and airships to deliver your army directly into enemy territory for a full-scale invasion! The scent of victory is in the wind!





Rendered cut scenes appear throughout the game.





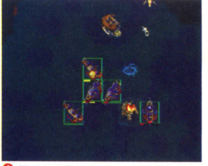
Some missions are simple clear-the-map-of-enemy-forces jobs, while others have more specific objectives.



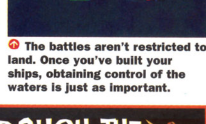
Houses can be used as shields for your army, so try to keep them out of the open.



Once a dragon starts to attack your village, you've got big problems!

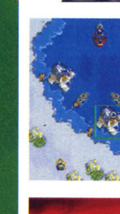


The battles aren't restricted to land. Once you've built your ships, obtaining control of the waters is just as important.





Occasionally you have to raid an enemy base to recover a prisoner, or set up a beach-head with barracks and supplies for use later.





THROUGH THE DARK PORTAL...

The original missions follow the *Command and Conquer* style of building up a base and then launching an attack, but the missions in the extra campaign, which takes place in the Orcs' realm rather than the Human world, are slightly different. They usually give you a small force of more capable warriors, and possibly a sorcerer, who have to explore and fight as they go, making alliances and claiming buildings and equipment on the way. If you're after more immediate thrills and excitement, these are the best missions to play.





Sailing to unchartered territory and attacking the enemy forces is a lot more fun in the extra campaigns, as you already have a strong army to fight off the inhabitants.



MAD CAMPAIGNS

The PlayStation and Saturn versions of *Warcraft II* feature the original 26 missions from the PC version, plus the 26 from the *Warcraft II* add-on pack, making a total of 52 missions, plus customisable scenarios. Half of the missions put you in command of the Azaroth forces, and the other half give you the Orc Horde to play with. Aside from appealing to the player's alliance to order or pig-faced anarchy, there's no major advantage in playing as one side or the other, and the mission structures are usually the same for both.

I'VE GOT THE HORN. LOADS OF THEM, IN FACT.





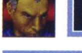


REVIEWER

Everyone seems to be having a crack at the *Command and Conquer*-type strategy games these days, but Blizzard have got the formula just right with *Warcraft II*. The action is a little samey in the early campaigns, but each mission is a definite progression, with perhaps one new character or one new piece of equipment that subtly adds depth to the gameplay. The second set of campaigns is even more interesting though, mainly because the missions follow a more varied format and you get powerful mercenaries and wizards with cool spells to play with straight away. My only pernickety complaint is that the control system is a bit fiddly because once you've given an order to a unit you have to deselect it before you can attend to another. Usually that sort of thing winds me up no end, but in this case I'm prepared to forgive any such minor misdemeanours. Definitely one of the best PlayStation strategy games available.

PAUL GLANCEY











RATING

A cool strategy/RPG that delivers quality. Even if you already own C&C, Warcraft II is worth seeking out.







HEXEN

On the PC, *Hexen* was a hit. It upgraded the brilliant *Doom* engine and added a real adventure feel by adding magic, items, and a level system which meant players could move backwards and forwards at will. The 32-bit console versions weren't bad, but we were expecting a lot more from a 64-bit version than this. There's an option to turn the blurring of the characters, but it makes everything look really blocky. The controls work reasonably well, but the new four-player split-screen mode is terrible. *Hexen* deathmatches involve quite a lot of hand-to-hand combat, but to keep the speed up the levels are made extremely foggy so that you can't see anyone until you're almost on top of them. Also, the loading times are somehow longer than the CD versions of the game! With things like *Goldeneye* and *Turok*, you don't need *Hexen 64*. **ED LOMAS**

CORRIDOR
OCT RELEASE
BY PROBE
1-4 PLAYERS

- PRICE £ 59.99
- PC, SATURN AND PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 64 MEG CART
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 258 3791

No, our screen grabber hasn't gone wrong – *Hexen* on N64 really looks this fuzzy.







DARK RIFT

The Nintendo 64 isn't exactly the best machine for fans of fighting games. It's got *Mortal Kombat Trilogy* (poor), *Killer Instinct Gold* (pretty good), *Wargods* (enough said), plus the abominable *Clayfighter 63 1/3* on the way. And now it's got *Dark Rift* – brought to you by the creators of *Criticom* (that's a bad thing, by the way). The characters are particularly uninteresting and look ropey, while the background graphics are terrible. It uses the Guard, Horizontal, Vertical and Kick buttons of *Soul Blade* as well as a throw button, dodge buttons and a separate button for special moves. Playing against the computer is a nightmare – banging the pad on your head will get you through on any difficulty (believe me, I tried it) – and the two-player mode isn't much better. Before long you'll be randomly stabbing at the buttons while looking around the room for another game to play. This is cack. **ED LOMAS**


FIGHTING

OUT NOW

BY VIC TOKAI

1-2 PLAYERS


- PRICE IMPORT
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 64 MEG CART
- PUBLISHED BY NINTENDO
- TEL IMPORTER



Dark Rift? Load Of Donkey Nuts, more like. No, no – *Boring Heap Of Dung*, more like. Hahah.





AGENT ARMSTRONG

Playing the part of the heroic Agent Armstrong, you must enter each mission one by one, completing the objectives set at the start of the level. To begin with you are armed with a gun and grenades, all of which can be aimed in almost any direction. The game is mostly played from a side-on view with the ability to move in and out of the background to a certain extent. The graphics are pretty poor, with very blocky characters digitised from ugly rendered models, and the sound is certainly nothing special. The action itself is very repetitive with the same old thing to do all the way through the game. There's also no desire to see the next level whatsoever, as you can guarantee it'll be the same as the one you just did, only with slightly different colours. It's one of those games that doesn't seem to have any kind of reason for existing – a real waste of the developers' time, and yours if you choose to play it. No more like this, please. **ED LOMAS**


PLATFORM SHOOTING

OUT NOW
BY PROBE

1 PLAYER

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY VIRGIN
- TEL 0171 268 2255





The action really hots up later in the game as Agent Armstrong shoots some more people.






THUNDERFORCE V

It looks terrible, okay? There are some impressive weapon effects and some good 3D bosses, but for the most part *Thunderforce V* looks rubbish. In fact, *Thunderforce IV* on the Mega Drive looked a lot cooler. But, as we hoped, the latest in the series plays a lot like the previous four games. There's a good selection of weapons which can be cycled through as you play, each with a new powered-up "Over" version which drains power from the CRAW units floating round your ship. The speed selection is in, as are the cheesy rock guitar soundtrack and non-stop waves of enemies. Many of the levels and ideas in the game are very reminiscent of previous *Thunderforce* games, but to fans that's not really going to matter. Fans of the *Thunderforce* series, plus any other shooting game nutters after a real challenge will love this. Just as long as they squint while playing. **ED LOMAS**


SHOOTING

OUT NOW

BY TECHNOSOFT

1 PLAYER

- PRICE £ IMPORT
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY TECHNOSOFT
- TEL IMPORTER


Hold the magazine at arm's length and half close your eyes. Then this picture will look okay.

MINI REVIEWS





CARMAGEDDON

The year is 2028 – welcome to the Death Race. Zombies fill the streets and you must mow them down to rack up points and credits. 25 other drivers are competing for the championship over 36 different courses. The notorious *Carmageddon* finally arrives on these shores, albeit with some cosmetic changes. Gone are the pedestrians and red blood of the original, for the British release in come the zombies and green gunk. Killing the zombies is essential for surviving the race, they give extra time and extra credits. Money earned is used to build a better car, and even to repair damage while in the race. Part *Destruction Derby*, part Dawn of the Dead, *Carmageddon* is (luckily) still a blast. Various shortcuts add to the fun, as do extra points for stunts and multiple kills. **ALEX HUHTALA**



OUT NOW

BY STAINLESS SOFTWARE



- PRICE £ 29.99
- UNCENSORED US VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SCI
- TEL 0171 585 3308



Mowing down zombies for credits is fun - mowing the lawn for pocket money isn't. Okay?

PC CD ROM



ANIMAL

The mayor of Snackopolis has been kidnapped in the run up to the election. Only one person can rescue him, and that's Peperami. Yes the star of those love 'em or loathe 'em adverts has been given his own game. It's a point and click adventure, where all the humour of the adverts has been expanded upon to create a unique world where Peperami and other vegetable and savoury products live. Of course Peperami himself is 'a bit of an animal'. As such you'll find yourself taking part in what is billed as the world's first 'Eat-em-Up', a sub-game which is heavily inspired by *Doom*. If you find playground humour such as this amusing, then you'll no doubt enjoy this game. However, take away the license and the result would be something pretty basic, not much interaction and with a very repetitious feel. Only consider playing if you still find those adverts funny after the 100th viewing. **ALEX HUHTALA**







1 PLAYER

- PRICE £ 34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY OCEAN
- TEL 0161 832 6633



Ha ha ha. He's a bit of an animal. Ha ha ha. Finish him off. Ha ha ha. Gobbler. Ha ha ha. Snore.





ALL STAR SOCCER

Comedy football games don't work. There is no such thing. The only comedy bits you get in football is when Everton attempt to sign the whole of the Premier League or somebody scores an own goal. As a result, All Star Soccer just doesn't work. The commentary is funny the first time around and mildly amusing the next couple of goes. After that, well, I think you get the picture. Graphically, it seems like a step back from the other Eidos game, *Olympic Soccer*. The style is slanting towards the humour element, but the players look like cast offs from *Clayfighter*. And it has the annoying little bugs where the keepers always let in certain goals. It's a quirky enough game, but when you consider *Olympic*, this has to be seen as a major step back for Eidos. Hopefully this will be just a one off. **STEVE KEY**



OUT NOW

BY EIDOS

1-4 PLAYERS

- PRICE £ 39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY EIDOS
- TEL 01781 780 2222



What footie game should you get? This or *FIFA 97*? Easy – *International Superstar Soccer Pro.*





ZERO DIVIDE 2

Zero Divide 2 features all of the robot fighters from the first game and adds another two standard characters. One of these is a robotic nurse called Pixel and the other is a giant robot crab called Cancer. There are also two new bosses which are easily playable. The game plays pretty much the same as the first with a combo system which is similar to *Virtua Fighter 2*'s. The damage aspect of *Zero Divide* has been improved upon, as powerful hits now visibly knock chunks off the robots' outer shells. If one body part takes too much damage, it becomes useless. The graphics are better than before, with smooth high-resolution characters though the backgrounds are mostly more basic. While it's not brilliant, *Zero Divide 2* is certainly a lot better than many of the *Tekken/Virtua Fighter 2* clones around at the moment. If you're after something different, *ZD2* is definitely worth a go. **ED LOMAS**

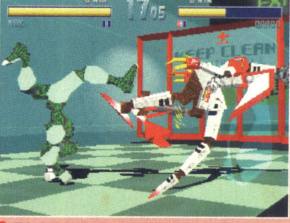








- PRICE IMPORT
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ZOOM
- TEL IMPORTER



This is Pixel's stage. She fights in the lobby of "Hospital Hell". Sounds like a lovely place.

ARCADE

On Tuesday 1st July, SNK invited CVG down to take a look at their brand new hardware board, the Hyper NeoGeo 64 and some of the great new games they are developing for it!

In the beautiful city of Osaka, the home of SNK, we are able to have the first play of *Samurai Shodown 64* and Roads Rage at SNK's special arcade preview show. Having seen videos of the now legendary *Samurai Shodown* running on their new hardware in 3D at both the AOU Show and the Tokyo Game Show, excitement was at fever pitch as the top press gathered to finally play one of the most eagerly awaited games this year.











THE HYPER NEOGEO 64

SNK's new arcade hardware board is called the Hyper NeoGeo 64. As the successor to the very successful NeoGeo board, SNK have not only incorporated the latest in 3D capabilities, but included enhanced 2D capabilities as well. This is the first time that any company has created a hardware system with both advanced 3D and 2D technology. While the 3D features allow unprecedented realistic 3D CG to be realised, the 2D features permit incredibly smooth animation. Having both worlds of the computer game industry on one board will not only have amazing cost performance benefits, but will let SNK combine the best features of sprites and polygons together to create unparalleled games.

The Hyper NeoGeo 64 uses a ROM Cassette to hold the software, which means that it is both practical and easy to update and change games. SNK's new hardware is running at a 1/60 second frame rate which allows it to create unbelievably realistic graphics. In addition, the Hyper NeoGeo 64 features a fantastic new sound system as well, to compliment the excellent visuals. Without a doubt, SNK's Hyper NeoGeo 64 will be capable of creating a brand new virtual gaming world which we'll be able to enjoy at the arcade SOON!

HYPER NEOGEO 64: BOARD SPECIFICATION

MAIN:
CPU: 64-bit Risc Chip
RAM: 4 Mb
PROGRAM MEMORY: 64 Mb

GRAPHICS:
3D Features:
VERTEX MEMORY: Upto 96 Mb
TEXTURE MEMORY: Upto 16 Mb

2D Sprite Capabilities:
NO. OF SPRITES: 1536 per frame (1/60 sec)
CHARACTER MEMORY: Up to 128 Mb
SPECIAL FEATURES: Zoom In; Pan out; Up, Down, Left, Right, Reverse; Continuity; Chain; Mozaic; Mesh; Action

2D Scroll Capabilities:
NO. OF SCROLL LEVELS: Up to 4
CHARACTER MEMORY: Up to 64 Mb
SPECIAL FEATURES: Zoom In; Pan out; Rotate; Transformation; Horizontal and Vertical Split Screen; Horizontal and Vertical Line Scroll

HYPER NEOGEO 64

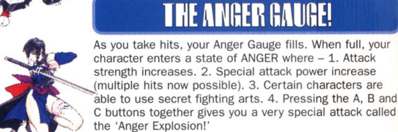
Palette:
TOTAL AVAILABLE COLOURS: 16,700,000
MAX. COLOURS AT ONE TIME: 4096

SOUND:
NO. OF CHANNELS: 32
SAMPLING FREQUENCY: Up to 44.1 KHz
WAVE MEMORY: 32 Mb

SAMURAI SHODOWN 64

SAMURAI SHOWDOWN

Samurai Shodown 64 (known as *Samurai Spirits* in Japan) is a 3D sword fighting game, using an 8-way stick with 4 buttons (guard, weak attack, strong attack, dash). There are 11 selectable characters, one mid-boss and one end-boss. Each fight uses a best of three rounds system. Far more than previous 3D fighting games, *SS64* gives more opportunity to move around the stage, by allowing complete 360 degree freedom over your movement. There are some new special features too, beyond those of previous *Samurai Shodown* games, as detailed below!



THE ANGER GAUGE!

As you take hits, your Anger Gauge fills. When full, your character enters a state of ANGER where – 1. Attack strength increases. 2. Special attack power increase (multiple hits now possible). 3. Certain characters are able to use secret fighting arts. 4. Pressing the A, B and C buttons together gives you a very special attack called the 'Anger Explosion!'

THE SAMURAI DRIVE SYSTEM!

Giving beginners a better chance against experts, *SS64* uses a new combat system that makes chain attacks easier. No matter which stick/ combination you select, you can still pull off a complete combo!

FREE DASH.

Press the D button and your character can dash in any direction you move the stick. By running around the stage, you can use various tactics to turn the battle to your advantage. However, this feature requires the Stamina gauge.

STAMINA GAUGE.

A new gauge at the bottom of the screen, which shows each character's remaining stamina. Every time you dash or dodge an attack, the stamina gauge goes down. When it reaches zero, you can't dash or dodge anymore. It can be recharged by pressing down the Guard button.



FIELD SHIFT!

During a battle, there are various conditions that allow you to shift the location of the battle to a different area. For example, a powerful attack could push your opponent right through a wooden wall and send them tumbling into the next room where the battle would continue!

CURRENT DEVELOPMENT REPORT!

Samurai Shodown 64 is currently 40% complete with four playable characters (Haohmaru, Nakoruru, Galford and Ukyo) and three basic stages (see below). Each character had about six attacks with no specials. The Free Dash and Stamina Gauge were working, however the Anger Gauge wasn't. Only the main stage was present, but without its Field Shift features.

Even at this early stage *SS64* looks impressive. The fighting is very dramatic with realistic sound effects and sparks flying when swords clash. There's even different-sized splurts of blood depending on the strength of your attack! Being able to leap over your opponent or sprint right around them (either in front or behind) is refreshingly over-the-top. When both characters run away from each other the camera pans out very smoothly. It's great having such freedom of movement.

Character motion-capture is highly impressive. When blocking, the fighters don't simply hold the sword, they use the other hand to support it against the blow. With each character the effect is different. Nakoruru puts her other arm behind her knife. Ukyo half draws his sword out, leaving the tip in the sheaf. Galford holds the top of the sword with his other hand.

The select screen is really cool with the characters first being shown as beautifully-drawn pictures, changing into polygon versions of themselves when selected. They then make a special pose. Each character has several costume colours.

Characters behave very naturally in the game. When not fighting they stand in a ready pose, moving slightly from side to side. Their weapons are sheathed, but as you attack they draw their swords out quickly. When running they hold their weapon at their side carefully. SNK have been able to convert everyone's favourite characters from sprite to polygon without losing any of their charisma. They act as you would expect, with agile Nakoruru moving quickly with multiple knife attacks. The huge Haohmaru, on the other hand, powerfully swings his sword.









SAN FRANSISCO PORT

Galford is fighting Nakoruru. The screen shows you looking out over the sea with the saloon to the left. Everybody has come out to watch the fight. The picture shows Nakoruru's wolf, which wasn't playable at the show. In the final version both her hawk and wolf, as well as Galford's dog will be included. Galford's Anger Gauge is now full so it's burning away. Nakoruru's Anger Gauge is almost empty.



KOREAN TEMPLE

Haohmaru is fighting Ukyo Tachibana. The screen shows you looking out over at a small wooden building with the steps leading to a path that goes to the temple to the left. There are no other people in this stage. Ukyo's Anger Gauge is nearly full while Haohmaru's is about half full. The symbol at the end of the gauge is the Japanese kanji for anger. As your gauge fills, the symbol gets bigger.

THE STAGES

Each of the three stages gives a feeling that it's a real place and not just a backdrop behind another arena. Good use of well-drawn scenery gives a real feeling of depth.

SAN FRANSISCO PORT

Set on the sea front, this corral-like stage is constructed from four distinct features. To the left a huge galleon is docked at the quay. On deck several sailors are watching the fight. To the right is a saloon where customers and staff stare through windows, or have come out onto the walkway. Behind a large wooden fence you can see the main port area and its buildings. Lined up along the street are people watching the fight. Currently, the only background movement is reserved to the floating clouds, and spectators.



BAMBOO FOREST

Set deep in a wooded valley on a cliff's edge is a small village and next to it, a large semi-grassed clearing for this stage. Bounded by only a few trees and bushes, you have a great view of the valley which has a giant waterfall at one end. At its base is a large pool of water which forms into a river which runs past the cliff. To one side of the river is a small jetty but there are no boats to be seen. Around the stage are a several deer standing between the bushes, and three people in front of one of the small village huts. Currently, the only background movement is the waterfall.

KOREAN TEMPLE

n front of an old temple is a courtyard contained by a large stone wall, a tall perimeter fence with a gate and a low wooden building. Between the courtyard and the temple is a huge stone archway with steps leading up. On either side of the steps there is a stone carved statue of an oriental lion. The entire area is surrounded y trees. There were two versions of this stage playable: ıightime scene and a daytime scene. During the day, e sunlight streams through the trees and you can easily ıke out all the surrounding features. At night only a gle light coming from the temple can be seen. erything else is cast in shadows. Even the nighttime zzing of the insects can be heard as well.



CANYON ROPE BRIDGE

Hanzo Hattori is fighting Kazuki Kazama. The screen shows the two characters standing on a rope bridge over a large canyon. Neither this scene nor these two characters were available at the show. Hanzo is in a state of anger. At any moment the rope bridge could collapse and the characters would shift to a new field of battle.







ARCADE

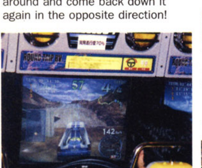
While *Samurai Shodown 64* took centre stage at SNK's show, it's a driving game that's set to be released first on their new NeoGeo arcade technology!

R*oads Edge* is a full-scale road vehicle race game, for use with a custom cabinet holding the Hyper NEO GEO 64 system. An original title, this game is being directly pitched against the more established arcade racers.



(C) 1997 SNK

Players can drive super-real cars around three exciting courses. Unlike the circular courses that most racing games have, where you repeatedly go around the same track, *Roads Edge* has a single main route which you traverse. When you reach the end you turn around and come back down it again in the opposite direction!



ROUND 1: BEGINNER COPURSE - AMERICA

This is a short course with few sharp bends. Starting by the sea, you make your way along the coast before heading into town. After you leave town you travel into the rocky desert.

ROUND 2: INTERMEDIATE COPURSE - ASIA

This medium length course is fairly flat, but has a lot of challenging terrain. After you leave the city by interstate you find yourself in the outback, traversing a boulder strewn valley and a wide river among other features.

The game proved extremely popular at the show!







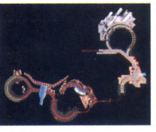
Multiplayer cabinets with the game, were on show for people to experience NeoGeo 64 in action.

ROUND 3: EXPERT COPURSE - EUROPE

This is a long undulating course. Starting in the Swiss Alpine town you quickly find yourself in the snowy moutains. The sharp bends are difficult with ice all around.

There are number other interesting features, such as being able to change the colour of your vehicle, a built-in radio to change the background music, and an in-car radar to keep track of the other competitors. There are several modes including Championship Mode (1 player), Trial Mode (1 - 4 players) and Time Attack Mode.

This game was very popular at the show with long queues waiting to play. The graphics look really cool with excellent scrolling and smooth animation, and the detail of the scenery is awesome!





Despite the unveiling of the Hyper NeoGeo 64, *SS64*, and *Roads Edge*, the players were still going crazy for *KoF'97* at the SNK Arcade Show. As with previous versions, the Team Edit function is there, with most of the other main features. However there are several additions.**

THE KING OF FIGHTERS '97





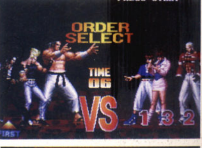






(i) *KoF'97* has an option where you can choose between two fighting modes, Extra Mode (based on *KoF'94*) and Advanced Mode (based on *KoF'96*). These include several major improvements over the original system.

(ii) Together with the new characters, there are now a total of 9 teams (27 characters) plus 2 special team edit characters. The new characters include Shingo Yabuki (a special team edit character) and a new team consisting of Yashiro Nanakase (team leader) and his two lovely team members, Shermie and Chris. *KoF'97* also includes the team voted for by the players – Blue Mary, Billy Kane and Ryuji Yamazaki.





(iii) The *KoF'97* stages and backgrounds take on the style of a 'Summer Event', 'All Star Game' and 'World Competition' for a festival-style appearence.

TAITO®

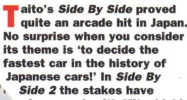
TAITO ARCADE SHOW REPORT

On Tuesday 3rd June, Taito announced their top summer games at their private arcade preview show, held at the luxurious Akasaka Prince Hotel in Tokyo. Japan's gaming press were there in force to witness the what was on offer. Everyone was amazed at the realism of Taito's ace driving game, *Side By Side 2: Evoluzione*, which boasts an enormous amount of in-game features. In addition, *G-Darius* was looking particularly awesome, with some of the coolest 3D bosses you've ever seen!

SIDE BY SIDE 2 Evoluzione

(C) 1997 TAITO





Taito's *Side By Side* proved quite an arcade hit in Japan. No surprise when you consider its theme is 'to decide the fastest car in the history of Japanese cars!' In *Side By Side 2* the stakes have increased, with Mitsubishi and Subaru now joining the ranks of Toyota, Nissan, Honda and Mazda. All in all, a total of 10 cars from six manufacturers!

With state-of-the-art CG modelling, all the cars have been reproduced precisely, with real sound samples taken from each vehicle as well! All four courses have been renewed to up the excitement, and the player is free to choose his favourite course according to his own skill level. As before, each course reflects the look and conditions of a different season! There's also one very difficult secret course to master as well! Other features in the game include 3 variable viewpoints, automatic and manual transmission types, and up to four-player games via the cabinet link-up option.

BEGINNER COURSE: A short oval course with an expected lap time of about 30 seconds. Set in April, the circuit is decorated in cherry blossoms.

EXPERT COURSE: A wide course consisting of simple bends and long straights. A setting sun creates beautiful views of an early spring forest.

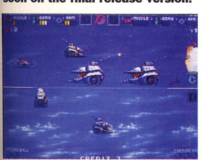


PROFESSIONAL COURSE: A difficult autumn course where the bends appear one after another in quick succession. The night time scene is very serene.

ACE DRIVER COURSE: The course has many sharp bends and narrow roads. Also, 30% of the course is unpaved. The falling red leaves add a charming touch.

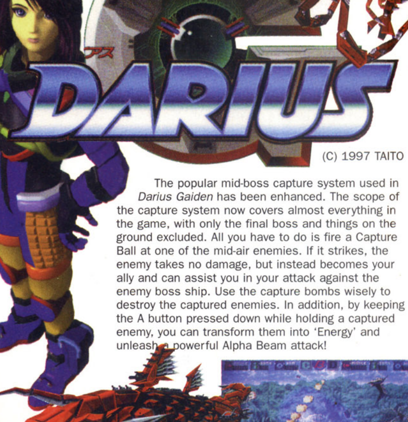


A combination of excellent classic gameplay and impressive 3D graphics could make *G Darius* one of the hottest shoot 'em ups for a long time! All the finishing touches are now being put in, so expect a full report soon on the final release version.



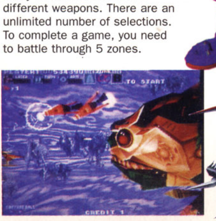
Many games use a system of altering the route through a game. However, they normally involved finishing one stage before choosing the next. In *G Darius* the game route actually changes during a stage! For example, in one zone you have the choice of continuing to fly above the water and taking the airborne route or sinking beneath the waves and taking the underwater route. Both the way the boss attacks, and the various weaponry it carries, changes also.

There are 15 zones divided into 30 areas. In keeping with the *G-Darius* theme, every zone begins with G, for example (Green Globe, Giant Fortress, Galaxy Islands). Halfway through each zone there are divisional areas to enter, each protected and guarded by different bosses with different weapons. There are an unlimited number of selections. To complete a game, you need to battle through 5 zones.



(C) 1997 TAITO

The popular mid-boss capture system used in *Darius Gaiden* has been enhanced. The scope of the capture system now covers almost everything in the game, with only the final boss and things on the ground excluded. All you have to do is fire a Capture Ball at one of the mid-air enemies. If it strikes, the enemy takes no damage, but instead becomes your ally and can assist you in your attack against the enemy boss ship. Use the capture bombs wisely to destroy the captured enemies. In addition, by keeping the A button pressed down while holding a captured enemy, you can transform them into 'Energy' and unleash a powerful Alpha Beam attack!



ARCADE



ARCADE SHOW REPORT

FIGHTING WU-SHU

In Japan, Konami are big league players in the arcades. With their new Cobra arcade board, the western world is about to fully realise why!



Last month we broke the exclusive news on Konami's new Cobra Board fighting game – *Fighting Wu-Shu*. Revealed in June at their Special Preview Show held at The Imperial Hotel in Tokyo, the as yet incomplete game already shows Konami's potential to challenge Sega's Model 3 graphically! Here we go into more detail about the actual hardware, reveal the characters in the game, and show the other titles unveiled at the show.

Currently under development and subject to change. [60% COMPLETE]

To recap on last month's report, *Fighting Wu-Shu* is a 3D fighting game steeped heavily in real martial arts. Such that Konami used some of the greatest Martial Artists from Japan, Taiwan, Hong Kong and Korea to motion-capture the fighters.

The backstory is set around a new ficticious fighting tournament – the Martial Arts Olympic Games (MAOG), in which only the greatest martial artist from worldwide organisations can compete! It uses a *Virtua Fighter* three-button (guard, punch, block) system, sports a highly intelligent enemy AI system, and features incredible graphics with amazing clothing/ hair animation!



THE COBRA BOARD



The result of a joint project with IBM, COBRA is the name of Konami's new high technology 3D graphics board, designed for their next generation of arcade games. Based on IBM's Power PC and semi-conductor technology, and Konami's computer graphics technology, the Cobra board's first game is the incredible Fighting *Wu-Shu*. First demonstrated in Sept 1996 at the JAMMA Show, the Cobra board's first game should be in arcades all over Japan by the end of the year!

HARDWARE SPECS

CPU:
POWER PC

Polygon Display Rate:
1,000,000 - 5,000,000 polygons/sec

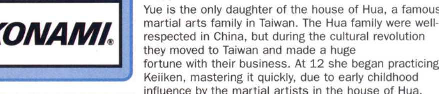
Pixel Display Rate:
50,000,000 - 250,000,000 pixels/sec

Screen Resolution:
640x400 - 1280x1024 pixels
144bit/pixel and 256 levels of special effects

Shading:
Sub-pixel Anti-aliasing,
Flat Shading, Guroud Shading,
Light Sourcing,Surrounding Light,
Parallel Light Sourcing

Mapping:
Perspective Mapping
Environment Mapping





XIAO HU





At five years of age, Hu became a Buddhist monk. During his time as a monk he continued to practice both ascetic discipline and martial arts, but at 18 years he returned to everyday life. At 20 he participated in the Chuoraitaisai (a Chinese martial arts competition) and won. The Central National Sports Authority asked him to be their new representative, but he declined thinking himself too young. Currently teaching martial arts to the children in the neighourhood, Xiao has won the martial arts competition in China five times in a row.

HUA YUE



Yue is the only daughter of the house of Hua, a famous martial arts family in Taiwan. The Hua family were well-respected in China, but during the cultural revolution they moved to Taiwan and made a huge fortune with their business. At 12 she began practicing Keiiken, mastering it quickly, due to early childhood influence by the martial artists in the house of Hua. She has strengthened the power of her fists by faithfully mastering all the basic tehniques and is without doubt a martial arts genius!

WATARU HIBIKI



Wataru is a descendant of a Japanese family which has long held the secret fighting techniques of Shurishu, an old Okinawan martial art. These techniques have never been revealed to anybody else, however you can see them within his own unique techniques. He has added them to his own martial arts style which is similar to modern Karate. Because he's a solitary martial artist, he doesn't belong to any organisations and uses the false name, Wataru Hibiki, to hide his real identity.









TESSHIN KONGOJI

When Tesshin was younger he went to Beijing to practice martial arts. While there he became a Japanese teacher to make a living while he kept on practicing. One day he met an Iken master and decided to become his pupil. He studied Iken for 10 years before he returned to Hong Kong to become a Kinsho Jutsu instructor for the Hong Kong police. Since then he's been teaching various kinds of martial arts in Kong Kong, but still keeps eagerly practicing Iken.



TSUBAKI SAOTOME

From a young age Tsubaki she was raised by her grandpa, Tomizo Saotome. As he got older, she took over the Saotome Style Jujutsu school. Many have entered hoping to marry Tsubuki, but most quit because the training's too hard. Tsubuki still makes a living despite only having a few pupils, but she'd like her grandfather to live a wealthy life. She intends on winning the MAOG to make her school world famous and attract lots of new pupils.

YUN SEI MIN

Yun has been taught Taekwondo martial arts by his father since before the sportwas even established. While glad that Taekwondo has become popular, he's worried it's fading as a true martial art. He can't join any Taekwondo groups because he unconsciously uses forbidden techniques, but when fighting for real he always demonstrates his unparalleled strength. He wants to prove Taekwondo is the strongest martial art in the world by using all of his fighting techniques at the MAOG.



SEI KAI



Sei is the founder of Hoshi Style. Once a pharmacist, he became a pupil of Yang (a famous martial artist at that time) and soon mastered all the techniques of not only his fists, but also the sword and spear. He was known as the 'perfect expert'. After practising under Yang for a few decades he created the original martial art, Sinka Style Jusanzei. However it will never become a great name in the history of martial arts, because he doesn't accept any pupils.

SETSUNA OTORI

A high school student learning Koppo Karate, Setsuna is school karate champion. Proud that he'd never been defeated in that competition, he suffered his first at the hands of Wataru Hibiki at a match in Okinawa, during school summer camp. At that moment, he knew that Wataru was his lifelong rival. He entered the MAOG, despite still being a highschool student, in order to defeat him.

THE COMBAT ARENAS

At this stage of development there are seven playable stages, each demonstrating the excellent visuals. There's a desert arena with an incredible sunset, superbly backlighting the fighters and casting long shadows. A coastal rock ledge with huge waves that splash high above the fighters. The roof of an industrial building, with the lights of a town below. A mountain peak enshrouded in fog and surrounded by lethal drops. A brilliant Chinatown street packed with colourful street signs. A Buddhist chamber with fires that cast flickering shadows on the walls. The most impressive stage though is a Korean temple courtyard, with 3D snowflakes falling and melting in realtime!





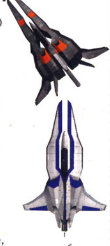








SOLAR ASSAULT



It's been 12 years since the birth of *Gradius*, but now it's reborn in stunning 3D! The latest instalment, *Solar Assault*, was very popular at the Konami Arcade Show with vast crowds gathered around the machines to take a look at the fantastic graphics!

Once again Vic Viper and Lord British have to protect the planet Gradius from unknown enemies intent on stealing the new advanced hyper-dimensional star fighter, Alpinia! You can control any of these three from inside the custom cabinet, which houses a 50 inch projector screen with intergrated super woofer.

There are five exciting stages to face. The River Styx is set in an asteroid field. The Abyssal Forest is a world where the plants and water lifeforms have merged together. Curse is set amongst the remnants of an ancient civilisation. Speed Demon returns to planet Gradius where the enemy fortress has now entered the planet's atmosphere. The last stage, Solar Assault, is set inside the enemy fortress, face to face with the final boss!





TOTAL VICE

After the two-handed machine-gun antics of *Operation Hurricane*, this is Konami's return to the standard hand-gun game. Players take the role of special government agents fighting against terrorism. Their mission – to find the hideout of a dangerous terrorist organisation and arrest it's leader, known as Funk.

Total Vice has three levels. Players can shoot to select which stage to start on. The game has a simple one route/ one ending system.You can increase your firepower throughout the game by picking up new weapons, each with its own useful feature. For example, the magnum can shoot through walls and the shotgun can take out a large number of enemies in a wide area. There are five available weapons, but as usual, if you take damage or run out of ammo you return to your normal gun.









On June 24th, Sega announced its big games due for release this summer. In the luxurious exhibition hall at the Ryutsu Center only a short distance away from Sega's head offices we were given the first chance to play *The Lost World: Jurassic Park, Le Mans 24*



GUN GAME	BY AM3
OUT NOW	1-2 PLAYERS
• NO OTHER VERSION PLANNED • DISTRIBUTED BY DEITH LEISURE	• SYSTEM MODEL 3 • MEGALO 50 THEATRE CABINET



The biggest movie of the year, the greatest arcade technology in existence, and the largest monsters ever to walk the Earth! Sega's *The Lost World* coin-op is on the loose! Since its big-screen release in the US, *The Lost World: Jurassic Park* has broken box office records across the world! Now Sega brings you the arcade game of the movie! AM3 have fully harnessed the power of the Model 3 board to recreate the thrilling realism of the movie, with an exciting game scenario including various movie scenes and mini-games to enhance the cinematic experience! Get in your jeep and grab your gun, cos we're going a-dinosaur hunting!

THE MISSION...

Site B, the second island housing the long abandoned dinosaur cloning facility, which formed an integral part of the one-time dinosaur park, has survived intact. Professor Ian Malcolm and Dr Sarah Harding went on an expedition to the island in order to conduct an inspection mission, but communication with them was lost shortly after they landed. The players (two can join) enter the world of 'The Lost World: Jurassic Park' to save them. On arrival you are greeted with a terrible sight - an island overrun with wild, carnivorous dinosaurs! Shoot your way through 5 stages of rampaging dinosaurs to rescue them and escape alive!





MONSTER MACHINE!

To recreate that 'being-there' feel, the coin-op resembles the Jurassic Park jeep, complete with a Virtua Guns by each player's side. Inside Sega's incredible Theatre Cabinet is a 50-inch monitor and 4-speaker surround sound system. The woofers inside the seats recreate the feel of the earth shaking and various other effects. Experience all the action, thrills and sounds of the movie with this groundbreaking 3D sound. Plus, the cabinet is designed to filter out all external light and noise, letting the players feel totally immersed in the game environment!

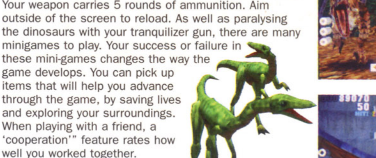






STAYING ALIVE!

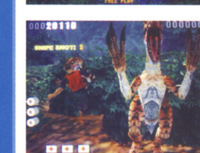
Your weapon carries 5 rounds of ammunition. Aim outside of the screen to reload. As well as paralysing the dinosaurs with your tranquilizer gun, there are many minigames to play. Your success or failure in these mini-games changes the way the game develops. You can pick up items that will help you advance through the game, by saving lives and exploring your surroundings. When playing with a friend, a 'cooperation'" feature rates how well you worked together.















!?! ... THE DINOSCORE SYSTEM ... !?!

Adding a fresh approach to gun games is a unique points score-keeping system, which rewards you for using different shooting techniques, or displaying awesome skill.

1. **TECHNICAL SHOTS!**
   SNIPE SHOT: Hit the enemy's weak point.
   1 SHOT DOUBLE: Hit two or more enemies with one shot using ricochets or special items.
   TRICK SHOT: Dinosaurs freeze at the sound of breaking glass. Pick them off for trick shot points.
   QUICK SHOT: Hit a dinosaur within one second of it appearing on the screen.
   LONG RANGE: Hit a distant enemy.
   HIT: Normal shot.
   ECHO SHOT: Pick up points for shooting objects that break and make noise, like window panes!

2. **EVENT CLEAR BONUS!**
   Gain points on how well you clear the action-scenes. Ranges from –

   1. **Great!**
   2. **Success**
   3. **Failed**
   4. **(people) Saved.**

3. **COIN BONUS!**
   Multiple continues make it more difficult to get high scores!



What in great criminy is that? Better check me Usborne guide!

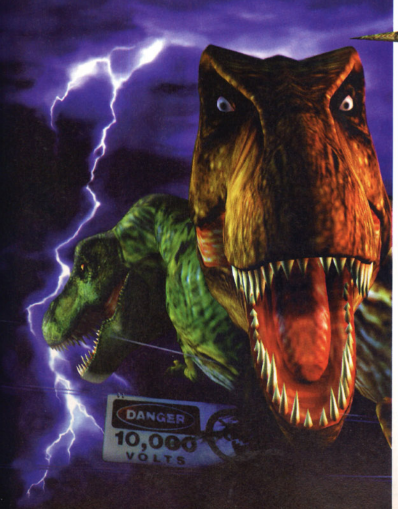


I don't care about points. I want a T-Rex head for my mantlepiece!



Clever girl... Aaaaaaaaaargh!

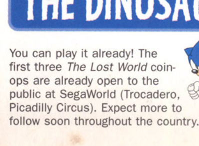






THE DINOSAURS ARE HERE!

You can play it already! The first three *The Lost World* coin-ops are already open to the public at SegaWorld (Trocadero, Picadilly Circus). Expect more to follow soon throughout the country.



ARCADE



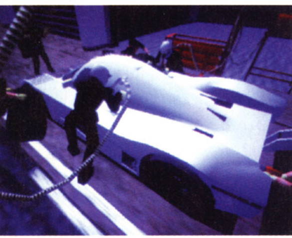
LE MANS 24

C) SEGA 1997 Currently under development and subject to change. [60% COMPLETE]

Developed by AM#3
Model 3 Driving Game

AM3's trademark with race games has always been realism. And with their first Model 3 racer, realism is gonna get a whole lot realer!

Stage One: To find a suitable racing backdrop. AM3's choice – the Le Mans 24-hour endurance race! Stage Two: Bring it to life! And with *Le Mans 24* that's exactly what AM3 have done! Battle it out over the gruelling 24 hours with six of the world's top car manufacturers, Mazda Speed, Porche, Mercedes, MacLaren, Nismo and Ferrari. *Le Mans 24* has been designed to appeal to a wide audience, from beginners to die-hard game fans. The car bodies and the race course are fully created with the high level graphics only made possible by the power of the Model 3 CG board. Sega's know-how and the latest technology combine to bring you the world of *Le Mans 24* in stunning realistic detail!





GET REAL!

The appeal of *Le Mans 24* comes two-fold – firstly from great handling and secondly from driving through a whole day. The incredibly realistic driving 'feel' of these cars was made possible by the expert advice given to AM3 by professional drivers (Youjiro Terada and Naoki Hattori). Wait until you check out the incredible handling and drift of these cars! As for the 24-hour race, the Variable Scenery system in *Le Mans 24* means that the course and race conditions are continuously changing. The road surface, weather and time of day operate in real time, so whether you are driving on a freeway during a hot sunny day or racing on a normal road at night in the pouring rain, you can be sure that no two games are ever the same!

THE RACE!

After selecting your car (the choice is – Ferrari F40 GTE, Sauber C9-Mercedes, Nismo GT-R, LM Nissan or Mazda 787B) and its transmission, the game begins. Using a free-entry system, the race continues even when no-one is playing. You are permitted to enter the race at any time. The player's 24-hour endurance race begins from the point they enter the action. You must pass each checkpoint within the set time and complete the race within 24 hours (about 10 mins). If you overtake rival cars during the race you can get extra points and extended game time. Complete the race and you can enjoy the challenge of a special extra course. At the very end of the game your rank is displayed on screen.



You can with THIS Nissan!

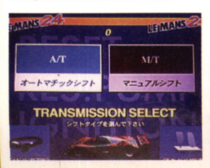


Not your average Mazda.

The Ferrari F40. An awesome car!

THE COIN-OP

Keeping all the features coin-op racing fans have come to expect, *Le Mans* features four different driving views. Link-up is also possible between up to six cabinets. AM4 have also used a multi-speaker system, to provide realistic engine sounds and pounding background tunes. Finally, the basic machine uses a hefty 29-inch screen!















Hit me with your rhythm stick. Hopefully the cabinets have feedback!

Following the mass success of *House Of The Dead*, AM1 have now turned their attention to the world of futuristic racing combat!



Developed by AM#1
Combat Racing Game
Model 2 arcade board



If *Resident Evil* was seemingly the inspiration for *House Of The Dead*, then *WipEout* has triggered *Motoraid*! Futuristic tracks packed with sharp bends, and rollercoaster dips and rises, are the terrain of this intergalactically-themed race game. However, instead of dart-shaped antigrav ships, *Motoraid* features Akira-style powercycles! Only the fastest, strongest and the bravest biker is able to survive!

Road design doesn't get better in the future!

A DAMN GOOD THRASHING!

Combat plays as much a role as racing in *Motoraid.* To this effect, each cyclist is armed. There are four different characters to choose from, and depending which you choose, you get different weapons. In the spirit of *Road Rash*, javelins, axes and spears can all be used to smash around nearby competitors!

A TASTE OF THINGS TO COME!

It's a familiar scenario. In the future, humans colonise other planets and settle down to live peacefully. But this mundane easy life leads to a craving for excitment. So, to satisfy the off-world populations, the greatest recreation in the universe is born – *MotoRaid*! An ultraviolent sport that's as exciting to watch as to compete in, as competitors race around challenging five different planetary courses armed with lethal weapons! Typical stuff, but we love it!



The chance to ride Akira bikes? Sounds ace!



Kiss my axe! Adds a new edge to racing. Ho ho.

Nice bike Boy Wonder, but the cabinets look more like *Manx TT* cycles.

RAGE AGAINST MACHINE!

Of course, the big advantage *Motoraid* has over home games like *WipEout* or *Road Rash*, is a dedicated cabinet. Housing the still-potent Model 2 board, is an full-scale bike casing. The fighting element though, adds a few new features to the basic set-up. Aside from the Throttle (for Turbo Dashing), the handlebar features two buttons – one for kicking opponents behind, and one for punching or beating bikers to the front or sides. Essential to the combat satisfaction is the chance to beat-up human opponents, and four cabinets can be linked for multiplayer races!





100% COMPLETE

PlayStation

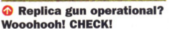
GUN GAME | BY NAMCO | NOV RELEASE | 1 PLAYER

- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

The wait has been unbearable, but finally Namco have stopped the clock! *Time Crisis* is finished and out in Japan! The countdown to the UK release has begun...

TIME CRISIS

Namco vs Sega. It's an age-old battle of reputations. Anything one does, the other can do better! Driving games, fighting games, tank/robot duel games, motorcycle games, even skiing games! But there's one category that, for a while, Sega indisputedly held the crown to. Gun games! With *Virtua Cop* they re-invented the formula through awesome 3D graphics and realtime shootouts! There was nothing that could touch it, until Namco answered with *Time Crisis*! More than just a clone, *Crisis* evolved the gun game concept further. And more even than *Virtua Cop 2*, *Time Crisis* became the true 'next evolutionary stage' in gun gaming. However, *Virtua Cop* still reigns supreme in one area – the home! The Saturn version, with replica gun, is unchallenged by any gun game on any home system. Now Namco have drawn their bead on the home gamer. PlayStation *Time Crisis*, with its own replica gun, is here!

Replica gun operational? Wooohooh! CHECK!



Pedal-activated ducking included? CHECK! But how?



All-new PlayStation mode? SUPER CHECK! See Page 93!




THE... DRAW!

As any fan of the coin-op knows, *Time Crisis* provides a challenge unlike any other gun game – all thanks to two special ingredients! The first is *the pedal*, which allows you to dodge behind scenery, thus adding evasion tactics to the gameplay. The second ingredient safeguards against you using the pedal to hide indefinitely – *a time limit!* With the clock as your enemy too, this isn't just a shooting game, it's a racing game! And that's the *Time Crisis*!



!?! PLUS GUNCON! !?!

As crucial to PlayStation *Time Crisis* as the coding conversion itself, is the authentic coin-op gun. Matching AM2's Virtua Gun, Namco have packed an excellent quality piece. Known as the GunCon, it's a customised replica of the arcade pistol, with added 'action' buttons on either side of the barrel.

A couple of things to note. Firstly, the gun doesn't have any kickback mechanism. Secondly, it is only compatible with Namco gun games (*Point Blank* being the next one). However, we expect software companies will make their future games work with the GunCon. After all, let's face it, if you're going to buy one PlayStation gun, you're going to get the one that's compatible with (and packaged with) *Time Crisis*. Right?



DEGREES OF ACCURACY



Namco have been doubly cautious in ensuring the GunCon is super-accurate. And rightly so! Unlike the 'fat' bullets of *Virtua Cop*, the shots in *Time Crisis* have a far smaller impact diameter. You have to be more precise than ever!



The GunCon's cable plugs into both the joypad socket and the video output at the back of the PlayStation. Reading both the gunshot and screen image for pinpoint accuracy!



Before loading up, you have to calibrate the GunCon to your match your aim. Such individual configuring ensures that when you start missing the enemy patheti-cally, there's only you to blame!

NAMCO'S KILLER GUN GAME!

REPRODUCING THAT PEDAL

Namco once stated they would never bring out any of their System 22 games on PlayStation (System 11), clearly because they wouldn't be arcade-perfect. With *Time Crisis* they've broken that vow, but what a game to pick. Not only does it need a replica gun, but a pedal too! So – how to overcome that problem CVG style!

THE ACTION BUTTON!



The built-in option, on the side of the gun. Fine if you're happy to hold the gun like a rifle, but for one-armed bandits it's not so good.



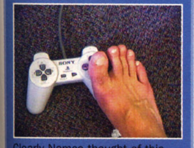
A PEDAL!



Such as you'd find with a PlayStation steering wheel. Works in theory, but if your pedal is analogue (which it probably is), the response is just too slooow to be effective.



THE SECOND JOYPAD!



Clearly Namco thought of this, as all the buttons on Pad 2 act like the pedal. Just tap the fire buttons with your bare big toe for instant response!

HIGH KICK!!!

WHY'S THIS PEDAL SO SPECIAL ANYHOW?!!

Swift effective use of the pedal is vital to *Time Crisis*' gameplay! For those who've never played the coin-op, it should be noted that pressing the pedal swings you *out* from behind cover, not the other way around! Release it and you immediately duck. Here's a quick rundown of why you need fancy footwork!



RELOADING!

No shooting off-screen, ducking reloads your weapon. The quicker you can tap, the quicker you load up!



AVOID ENEMY FIRE!

Sometimes the shots fly at you, sometimes they snake across the ground. If you haven't hit the source, get out the way!



DANGER!

When this flashes on-screen, look out – something big is coming toward you! Sometimes you can stop it, other times...



ACCURACY!

Swinging off-screen affects accuracy, which is why you should keep it swift. More so, because while hidden the enemy can move about too!

A RACE AGAINST TIME!

The 'time crisis' is more than just a slapped-on countdown timer. Time plays a thrilling and deep-rooted role in the game. As Paul Daniels says, every second counts!

TIME EXTENSION!



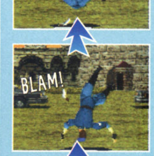
Just like a race game, each level is made up of a series of checkpoints. Getting to these for extra time is your ever immediate mission! And sometimes it means throwing yourself into enemy fire!

TIME BONUSES!



The chance to scrape a few extra seconds. Most commonly earned by hitting orange 'Time Bonus' men. Sometimes though, quick shots or shooting enemy in order, yields those expert bonuses!

KER-SPANG!



BLAM!

JUGGLE SHOTS!

As in Virtua Cop, you can juggle each foe with three shots. Sadistic fun and high-scoring aside, this can save vital split-seconds at the end of a scene – by clearing the final foe away without waiting for them to fade out!

REALTIME VISUALS!

With its 3D graphics, the scenery in *Time Crisis* is affected by time and action! Discover this and you discover shortcuts...



Woah! Boy Scout reunion! You could take out each of these enemy scumbags...



...or shoot the explosives on the forklift!

ACTION! 5033



DANGER 4346



A tricky looking situation. But see those stripes on the right...

Shoot there and the falling girders do your job for you!

Just make sure you duck out the way too!

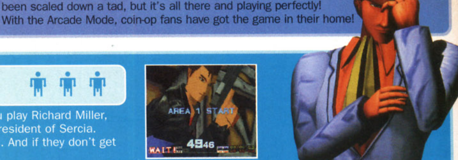
NAMCO'S KILLER GUN GAME!

NEW GAMES



ARCADE MODE!

The big question is – how good is the PlayStation conversion? The answer is – awesome! Sure the System 22 graphics have been scaled down a tad, but it's all there and playing perfectly! With the Arcade Mode, coin-op fans have got the game in their home!



THE MISSION!



As revealed in the perfectly-reproduced arcade attract sequence, you play Richard Miller, hero-for-hire. Your mission – to rescue Rachel, the daughter of the President of Sercia. She's been imprisoned by an evil terrorist army in an island fortress. And if they don't get their ransom by sundown, she's dead! Synchronise watches!





STAGE 1

Richard has broken into the enemy fortress! The first level has you guiding him through a underground submarine base, before heading up a conveyor-lift system to the main courtyard.



The opening scene is set against this awesome exploding submarine!



The lift section has you facing attacks from above and below!



Quick shooting is needed when you duck out to face these villains!



The courtyard provides the challenge of much heavier artillery!

BOSS 1: THE CLAW



Bodyguards in tow, this guy lunges and leaps toward you. Keep away from those claws!



STAGE 2

The second level takes place within the main fortress! Winding corridors lead to an inner courtyard before heading to different rooms, each providing a different challenge!



The first section features narrow tunnels and head-on attacks!



Enemies drop from the chandeliers and burst from behind paintings here!



This long path leads to the entrance of the tower prison!



The way through the tower is up this long spiral staircase!

BOSS 2: SHERUDO

A twisted relative of the Sercian monarchy! Ducking out from behind pillars, he throws fast knives!

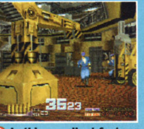


STAGE 3

The final stage sees Richard in hot pursuit of Rachel, as the terrorist leader tries to escape with her. There's plenty of mass destruction and a rooftop finalé!



Back on the ground, Richard faces a chopper dropping stormtroopers!



In this excellent factory you have to fire between the moving machinery!



This lab is packed with the toughest enemies filtering out of telepods!

A lift takes you to this cathedral, complete with scythe-wielding statues.

BOSS 3: WILD DOG

The arch-villain unleashes all his remaining troops, giant rock wheels, and his own gun against you!



TIME ATTACK!







The Ranking Mode was what made *Virtua Cop* so eternally addictive! *Time Crisis* has its own version – only this one's themed around the clock! Choosing one of the three stages, you get to race against previous best course times. You can't be killed, but hits slow you down. And in the top corner your ever-changing rank tell you how well you're doing! Good practice for the main game, a hyper-challenging mode in its own right, and guaranteed to stir up healthy competition!







INCREDIBLE PLAYSTATON MODE!

Namco have already proven their dedication to home gaming, never more so than with the evolution of the *Ridge Racer* formula into *Rage Racer*! With *Time Crisis* though they top even that! Rumour had it they were working on an extra level for the conversion, but incredibly they've included an eight level home-only game! New story, new levels – it's effectively *Time Crisis 1.5*!!



AN ALL-NEW MISSION

The PlayStation mode even has its own scene-setting intro! Viewing a secret file on Richard's laptop computer, we get a Mission Impossible style narration, complete with photos of the next target. A secret organisation called Kantaris, their mysterious female leader and a weapons factory disguised as a hotel. Richard burns his way there in his sports car!

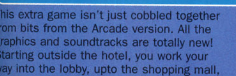






TOTALLY NEW EVERYTHING!

This extra game isn't just cobbled together from bits from the Arcade version. All the graphics and soundtracks are totally new! Starting outside the hotel, you work your way into the lobby, upto the shopping mall, the ballroom and eventually to the top-level arms factory sections. All the baddies are new too, to match the theme. Bell-hops, bus-boys, lift operators, managers, ninjas, even hawaiian-shirted gangsters attack you! New costumes, but they're colour-coded the same as before.







ATTENTION TO DETAIL!



The new PlayStation mode is packed with the same tiny touches the Arcade Mode has. You can shoot this piano lid down!



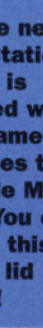


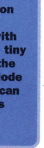
MEGA-BOSSES!















Topping the Arcade original, Namco have pumped up the bosses for the new game. Check these out! Keith Prodge and erm...





EXTRA MULTI-ROUTE SYSTEM!





The basic gameplay formula of the PlayStation mode is the same as normal *Time Crisis* – racing against time, shooting orange guys for extra seconds etc. However, there is one major addition – an awesome multi-path system! Depending on how fast you complete each stage, you take different routes through the game (similar to *StarFox 64*). This adds greatly to the lasting appeal, effectively giving you seven different variations of the game!



Here's where you start the mission, on the hotel porch!



You have to work your way through the main lobby...



...before getting to this lift area. Baddies pile out of the doors!



Clear all the enemy gunmen before the lift doors shut...



... and you take the lift straight up to this casino!



Slower players have to take the stairs to the shopping mall!







HURRY UP!

Time Crisis is already one of the hottest games of the year! And it's coming to the UK before Christmas! To keep up the pace, we bring you an exclusive interview with the Namco development team next month!



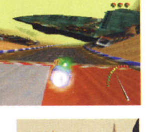
NEW GAMES

Another month, another first look at the software of tomorrow! There's actually some epoch-making stuff here, like *Ultima OnLine* and what-have-you. But hey! Enough of this small talk! Onward!

80% COMPLETE | NINTENDO 64 | FUTURE RACING | BY PROBE/ACCLAIM | ? RELEASE | 1-2 PLAYERS

EXTREME G





Psygnosis have the monopoly on futuristic racing games at the moment with their *WipEout* games, but Probe aren't having any of it! *Extreme G* features super-fast cyber cycles racing around impressive futuristic landscapes. It looks like a combination of *F-Zero* and *WipEout* and plays similarly as well. By riding over power-ups, ships can be called in to attach weapon pods to the backs of the bikes. Although we've a near-complete version of the game in the office for quite a while now, there's not a lot we can say without constantly comparing it to *WipEout*. We'll have a proper feature on *Extreme G* soon, where we'll go into more detail.





Futuristic racing on Nintendo 64. Now we'll have a real chance to compare it to PlayStation.

90% COMPLETE | PC CD ROM | SIM | BY SYSTEM 3/ACCLAIM | SEPTEMBER 97 RELEASE | 1-2 PLAYERS

CONSTRUCTOR

PC owners have a good choice of building simulations, ranging from the classic *Sim City* through to more recent games like *Theme Hospital*.
Now System 3 are having a go at combining the management of a whole city with the sense of humour of the *Theme* games. *Constructor* has four main playing modes – Financial Conquest, World Domination, Ego Mania and Universal Utopia, each with a fairly obvious goal. Each character in your city can be called upon separately, and they all have their own individual names and rendered sequences. When playing against other cities, the idea is to breed "Desirables" – law-abiding useful citizens. To ruin other cities you need to use "Undesirables" – yobs, hippies, clowns, etc. These features give the player a lot more control than usual, as they need to manage the construction of the city, the finances, plus key people as well.

A sim game where you get breed tramps? What is the world coming to?









35% COMPLETE | PlayStation | PC CD ROM | RACING | BY CODEMASTERS | NOV RELEASE | 1-2 PLAYERS

TOCA TOURING CAR CHAMPIONSHIP

Codemasters have proven that they know how to make a great racing game based on toy cars, but how about the real thing?
From these first pictures, it looks as though Codemasters could have a massive hit lined up for us. It's based on the 1997 RAC/AutoTrader Touring Car Championship season, so fans can expect to see all their favourite drivers and courses. You'll get to find out for yourself what it's like battling against Alain Menu or Gabriele Tarquini for the best line on the way into the Druids hairpin at Brands Hatch! Not much has been revealed yet, but it certainly looks and sounds brilliant already! More on this soon!







Real cars and real drivers! Real tracks and real big pile-ups! Looks like touring car games are the thing this year!



70% COMPLETE | PC CD ROM | WAR STRATEGY | BY CAVEDOG | SEPTEMBER 97 RELEASE | 1-8 PLAYERS

TOTAL ANNIHILATION

There's one big thing missing from *Monkey Island 3* – Ron Gilbert, the genius who created the first two games. Here's what he's been working on instead.
Ron Gilbert's new company, Cavedog Entertainment, are set to release *Total Annihilation* this October. Much like *Command & Conquer*, you control each unit in your army in real-time, though there are loads of features to make this stand out from the other strategy war games around. For a start, all the vehicles are 3D models, and move realistically over the terrain. For example, if two units are opposite sides of a hill, the only way they could hit each other is by firing weapons over the top. Just like real life. There are over 150 units in the game, each with excellent computer intelligence which can control vehicles for you. On top of these 150, Cavedog will be putting a new unit on their web page (www.cavedog.com) every week! We played the game ourselves recently and it's safe to say that it's going to be great!







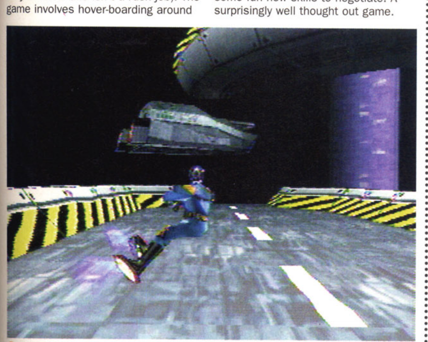




70% COMPLETE | PlayStation | 3D PLATFORM | BY JANE'S | NOVEMBER RELEASE | 1 PLAYER

REBOOT

Based on the fully CG-rendered animation series, and developed in close collaboration with the original TV production team. Reboot has taken around two years to reach a state of near completion (just so you know this isn't a rush job). The game involves hover-boarding around the kids' hometown, performing stunts to obtain bonus collectibles. Fast, psychedelic, 3D environments require some fun new skills to negotiate. A surprisingly well thought out game.



A videogame based on a TV series based on videogames. It's like that chicken-egg thing. What came first? We'll tell you – Charles Babbage!

60% COMPLETE | NINTENDO64 | SPACE SHOOTER | BY GAMETEK | NOV RELEASE | 1 PLAYER

ROBOTECH

One of the very first N64 titles to be announced back in 1994. Gametek say they have the code just about finished now!
Here are the screen-shots to prove it – instead of the insulting mock-ups we received a few months ago. Suffice to say that we'll have a hands-on report for you next issue (guaranteed!), of how it feels to fly the infamous Veritech (or Valkyrie). *Robotech* looks set to please dedicated fans of this memorable anime series (Macross) adapted to suit the US market.









A giant robot that transforms into a fighter, a guardian and a battloid. Sounds fair enough to us. But no matter what it changes into, it can't hide those ugly freaks inside it!



NUCLEAR STRIKE

Same old story (madman threatens the world), massively expanded game engine. This includes 10 player-controlled vehicles including the trademark copter, hovercrafts and tanks. The FMV sequences are of a higher standard and describe more action sequences instead of guys shouting orders at you. EA have upped the frame rate, which serves to make the awesome terrain scroll by smoother than before, and helps make the OTT pyros look extra stunning. Aside from the choice of vehicles, gameplay is improved on a basic level with a Heads Up Display, which shows location details without having to consult a separate screen.



80% COMPLETE | PC CD ROM | RPG | BY ORIGIN | OUT NOW | THOUSANDS OF PLAYERS

ULTIMA ONLINE

Quite possibly every adventure player's dream come true, allowing "thousands" of players to participate at once. The Ultima name is known to millions of role-playing fans throughout the world, the series of adventures has inspired numerous imitations – including Sega's *Shining The Holy Ark* to some extent. The beauty of this online venture is that it depends on a virtual eco-system, which evolves as the people who live there develop. Depending on how people behave in a region, the forces beyond their control react accordingly. Yes, there be dragons.





80% COMPLETE | PlayStation | PC CD ROM | FOOTBALL | BY EA SPORTS | NOV RELEASE | 1-4 PLAYERS

FIFA 98

The basic game engine remains the same, which sets alarm bells ringing at this magazine. However, the producers at hand to talk through the revised '98 version, claim that they have addressed every problem posted via internet newsgroups, or conventional post. Running on 3Dfx the PC version looks very slick. We'd love to believe them.



FIFA '98. The producers claim it's good this time. But how can they tell, if they couldn't the last time around?



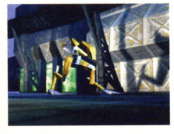


PlayStation / PC CD ROM — 75% COMPLETE — ACTION — BY ACTIVISION — DEC RELEASE — 1 PLAYER

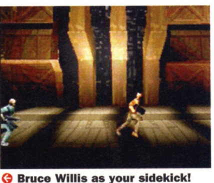
APOCALYPSE

A relative first in the games industry is the signing of Bruce Willis to appear in *Apocalypse*.
Apparently attracted to the 'role' by the unique challenge presented, and no doubt quite a few shillings. Producers of the game want the experience to be similar to those popular 'buddy' style movies where mismatched heroes team up to save the day. Basically a shooting game, viewed from a third person perspective. You and the vested one (as your partner), team up to defeat none other than The Four Horseman of the Apocalypse (wonder how much they were paid). Activision are claiming this is one of the most ambitious games to date, with the player taking the starring role and Bruce around to help out. Especially if the player is doing badly. The game offers a variety in the levels, with some sections scrolling and moving into the screen. Others include vehicles. At the moment the all important AI has yet to be added, but the game is already looking very promising.



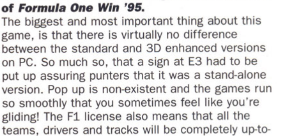






Bruce Willis as your sidekick! Yippee Kie-yay! He'd better put some shoes on this time though.





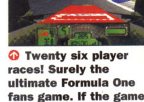
PlayStation / PC CD ROM — 75% COMPLETE — RACING SIM — BY EIDOS — OCT RELEASE — 1-26 PLAYERS

FORMULA 1 WIN '95

Even though Psygnosis have a license for Formula One, it obviously didn't stop Eidos wading in with their cash to get another and the result of that is bearing fruit in the form of *Formula One Win '95*.
The biggest and most important thing about this game, is that there is virtually no difference between the standard and 3D enhanced versions on PC. So much so, that a sign at E3 had to be put up assuring punters that it was a stand-alone version. Pop up is non-existent and the games run so smoothly that you sometimes feel like you're gliding! The F1 license also means that all the teams, drivers and tracks will be completely up-to-date. Those who like a bit of network gaming will also be pleased to note that this game lets you have up to 26 players in one race simultaneously. Cool or what?

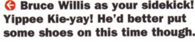






Twenty six player races! Surely the ultimate Formula One fans game. If the gameplay is up to scratch!







PlayStation / PC CD ROM — 80% COMPLETE — FIGHTING FANTASY — BY EIDOS — NOV RELEASE — 1 PLAYER

DEATHTRAP DUNGEON

The PC version of *Deathtrap* is almost complete now, and with the PlayStation one not far behind it, Eidos are looking for a simultaneous release of this game.
If you remember the Fighting Fantasy books from Ian Livingstone and Steve Jackson, you're going to love this game, because it's basically a game of one of those books. A slash-and-hack puzzle game is probably the best way to describe this, with you travelling through underground mazes decapitating anything that comes close. The combat method differs from standard games like this, whereby you hold a button and then use the directions to perform different attacks. You can also string together long combos using varied D-Pad/keyboard movements. The further you get into the game as well, the more weapons and spells become selectable. To make things a little more complicated, specific enemies can only be killed with certain weapons, ie Rock Monsters only take damage from the mallet. Look out for a preview in the near future.





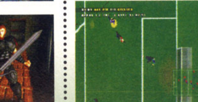


PlayStation — 100% COMPLETE — SOCCER SIM — BY GREMLIN — SEPTEMBER RELEASE — 1 PLAYERS

ACTUA SOCCER 2

Gremlin have obtained one of the most sought after signatures on English Football. Alan Shearer has joined the Actua Sports ranks to aid them in their development of football titles, with *Actua Soccer 2* being his first project.
The game is already benefiting from his skills as the motion capture has taken a huge step forward from the original. No more standing still to shoot, or taking an eternity to pass the ball. The awkward camera angles from the original have also been smoothed out so that the ball is nearly always centre screen. Every single Premiership stadium has been modelled into *AS2*, with the bulk of the first division and some from the lower leagues too, to give you that added feeling of realism. And from the version we have had for a few days, it seems like it's a lot more playable than it's older brother. We should have a review copy in time for next month, so you'll get the full lowdown then.





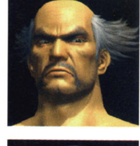




FIRST LOOK AT HOT NEW SOFTWARE!











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PROFILES

Our profiles of the Time Release characters in *Tekken 3* continues, with four more revealed! Check out the awesome artwork too. Like the profiles they're straight from Namco!

ANNA WILLIAMS

"LIGHTNING SCARLET"

• Nationality :	Irish
• Fighting style :	Assassinating martial arts based on Bone Martial Arts and Aikido
• Age :	20
• Height :	163cm
• Weight :	49kg
• Bloodtype :	A type
• Occupation :	Retired student
• Hobby :	Imprinting false memories in Nina
• Likes :	Espresso Coffee, Jerry (from "Tom & Jerry")
• Dislikes :	Nina, who is not interested in her

19 years ago, Anna heard from Kazuya that her sister Nina was to be a guinea pig for a cold sleep experiment. She couldn't accept that Nina would stay young, while she got older. So Anna put herself into a cold sleep as well, to awaken when Nina did. The time – the present. Nina is awoken by the God of Fighting and Anna woke up at the same time. She attacked Nina, but soon realised that Nina had completely lost her memory. Deciding she didn't want to quarrel with a sister who couldn't even remember her, Anna is now trying to stop Nina being an assassin, and is now involved in the God of Fighting mystery.

HEIHACHI MISHIMA

"KING OF THE IRON FIST"

• Nationality :	Assumed to be Japanese (although it's denied by the Japanese Government)
• Fighting style :	Mishima Style Fighting Karate
• Age :	73
• Height :	179cm
• Weight	80kg
• Bloodtype :	B type
• Occupation :	Leader of the Mishima Financial Empire
• Hobby :	Meditation, Bathing
• Likes :	Ruling the world
• Dislikes :	Nothing

After Heihachi regained the Mishima Empire and uncovered the God Of Fighting (see CVG #184) he was visited by his long-lost grandson – Jin Kazama. Hearing what happened to Jin's mother, Jun, Heihachi reasoned that the God of Fighting thrived on the strong spirits of others. Heihachi trained Jin, whose spirit had far surpassed those of Jun and Kazuya, to use him to lure the "God of Fighting". When Jin reached 19 years old, Heihachi organised the third Iron Fist Tournament. At the same time he noticed that Jin was gaining the same dangerous power Kazuya had. Heihachi decided to dispose of Jin after he had lured the God of Fighting, in order to prevent his doomed destiny.

BRYAN FURY

"SNEAK EYE"

• Nationality :	American
• Fighting style :	Kickboxing
• Age :	29
• Height	186cm
• Weight :	80kg
• Bloodtype :	AB type
• Occupation :	Collecting brain data
• Hobby :	Collecting cigarette lighters
• Likes :	Having his haircut, loneliness
• Dislikes :	Bright sunlight

An international police officer, Bryan Fury was killed in a Hong Kong shoot-out. Instead of being buried, Bryan's corpse was brought back to life by one Dr Abel. This 88-year old scientist was fairly famous in the underground scientific society, but his studies were always beaten by Dr Boskonovitch. Now though, he was finally in the last stage of his 'Cyborg Army' project. Abel thought the perfect cyborg must have Boskonovitch's permanent mechanism though, and revived Bryan's dead body to have him collect Boskonovitch's brain data. In his former life Bryan was a skillful detective, but there were rumours that Lei Wulong had discovered he had a connection with drug dealers. Bryan has sneaked into the third Iron Fist Tournament, targeting Yoshimitsu, who has a strong connection with Boskonovitch.

OGRE

"OGRE"

• Nationality :	Unknown, presumed alien
• Fighting style :	Unknown but a legend says that it absorbs one's soul
• Age :	Unknown
• Height :	Unknown
• Weight :	Unknown
• Bloodtype :	Unknown
• Occupation :	Unknown
• Hobby :	Unknown
• Likes :	Unknown
• Dislikes :	Unknown

An ancient native American Indian legend says that Ogre was a war weapon which creatures from another planet left on the Earth in ancient times. It understands the entire structure of all living and artificial beings, and absorbs them. It wanders the world in search of those with strong spirits, but all other knowledge about it was forgotten a long long time ago.





THE RAC BRITISH GRAND PRIX

Damon Hill had the chance to bring his Formula One season to life in front of his home crowd, while the Villeneuve and Schumacher battle for supremacy rages on. This is the British Grand Prix!

It's two o'clock on Sunday afternoon and we're standing in the pole position box at Silverstone. Looking out onto the track, we can see Jacques Villeneuve sitting in his Williams Renault with all of the newly refurbished Silverstone circuit in front of him. Behind him await Schumacher, Coulthard, Irvine and Alesi, all eager to win this prestigious race. The first red light activates and the engines roar into life! Those without earplugs frantically rush stop their eardrums from playing an impromptu solo on the tarmac. As the second and third red beacons come alive, the engine noises get louder and louder and you can almost taste the adrenalin! A second passes, then it's green, and in a blur of sound colour and excitement the cars disappear in an instant, leaving a strange wobbling feeling in your stomach. Even if you go to an F1 meet just once in your life, it's worth it for this experience alone!


LAT PHOTOGRAPHIC









THE STARS!

To say that Formula One is where you go to mingle with the celebs, is a bit of an understatement. As well as all the drivers – who are stars in their own right – those with a sharp eye would have spotted the 'Page 3 girl for the Thrillenium' Melinda Messenger, wearing just about enough to show she was representing the Jordan Team. Pierce Brosnan popped in with the missus to have a wander around the pit lane, along with the lover of anything vaguely related to cars, Jay K from Jamiroquai. Autograph hunters paradise.



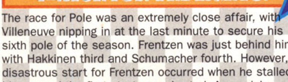
SILVERSTONE: AKA THE RETIREMENT HOME!

Watching F1 live means that unless you have an Inspector Gadget style neck, you're not going to see the cars for more than a few seconds at a time, as they whizz through at speeds of over 200mph! Which is why you really want to see loads of cars on the track, and no people dropping out. But come the last ten laps, what we actually saw was loads of retirements and no cars left. Schumacher and Irvine suffered mechanical problems, the first time a Ferrari hasn't finished a race this season. Hakkinen, rather unfortunately suffered engine failure no more than five laps from the end, having taking the lead shortly before.









WATCH FOR THE LIGHTS!

The race for Pole was an extremely close affair, with Villeneuve nipping in at the last minute to secure his sixth pole of the season. Frentzen was just behind him, with Hakkinen third and Schumacher fourth. However, a disastrous start for Frentzen occurred when he stalled his car and the first start was aborted. As punishment, he was sent to the back of the grid, and Jacques had the front row to himself. Frentzen then crashed out four corners into the race, to complete a miserable time for the German. The safety car left the track a couple of laps after, and the race began!





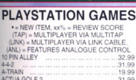
AND DAMON GOT A POINT

At the end of it all, Villeneuve won with Alesi second and newcomer Wurz third. Damon Hill scored his first point of the season and got a massive cheer for doing it. Everybody goes home happy. Our thanks go to Helen and Howard from Sierra for the whole kaboodle. Guys and gals, it was awesome!



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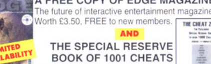
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THE HOTTEST GAMING GOSSIP FROM AROUND THE WORLD!



September 1997

FREEPLAY

Issue 17

SPICE GIRLS – THE VIDEO GAME?





It's the latest word spreading through the games industry – the Spice Girls video game is coming! What's the story behind Sony's closest guarded secret?

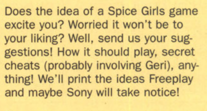
It all started at E3. Everyone was talking about it, but no-one knew any solid facts – except that the Spice Girls are supposedly set to star in a video game! Makes sense, they're the most marketable image around, and who's better at marketing than Sony? Not ones to let a story of this scale go, we questioned those people who would know the truth – only to be met with suspiciously tight-lipped answers!

Sony's official comment is "We can neither confirm or deny there is going to be a Spice Girls game."
A statement that called for more investigation. Especially since, during the conversation, it was revealed that Sony had been in discussions with Virgin Music – the Spice Girls' label!

Our investigation went further, finally yielding some solid info. Talking to an extremely reliable source within the industry we were told these facts. Sony ARE on the verge of signing a deal to use the Spice Girls in a PlayStation title! It's described as an 'interactive game'. However it won't be out in time for Christmas!

So what could a Spice Girls license hold for us? The most likely suggestion would seem to be something along the lines of a rhythm action game such as *Parappa the Rapper*, or even Sega's *Digital Dance Mix*. Or a video-based title, reminiscent of *Kris Kross: Make My Video*. Another possibility would be a tie-in with the movie. *Spice Girls: The Movie: The Game*? This could result in a platform-style game, where you have to control badly-animated digitised versions of the girls, collecting Zig-a-zigs in themed worlds like Walkers Crisps Land or Pepsi Planet. We hope not.

That last concept seems unlikely however. Other information we've heard, leans toward the Spice Girls title NOT being a game at all. More an interactive music video. However, one that uses realtime 3D polygon models of the girls. And, following the popularity of the PlayStation's music-reactive V-CD, trippy swirling backdrops seem to be on the cards. In short though, we've heard enough to confidently say there WILL be a Spice Girls PlayStation title. Remember, you read it here first!



SPICE IDEA

Does the idea of a Spice Girls game excite you? Worried it won't be to your liking? Well, send us your suggestions! How it should play, secret cheats (probably involving Geri), anything! We'll print the ideas Freeplay and maybe Sony will take notice!

Our impression of how the Spice Girls game just might look!

READERS MOST WANTED CHART

First past the post this month was a game that hasn't even been confirmed yet. *Virtua Fighter 3* won it by a whisker.

1	VF3	SATURN
2	RESIDENT EVIL 2	PLAYSTATION
3	TOMB RAIDER 2	PLAYSTATION
4	TEKKEN 3	PLAYSTATION
5	FINAL FANTASY VII	PLAYSTATION
6	ZELDA 64	NINTENDO 64
7	QUAKE	SATURN
8	TIME CRISIS	PLAYSTATION
9	TOMB RAIDER 2	SATURN
10	QUAKE 2	PC

Just missing the top slots were *House of the Dead*, *Nights 2* and *Sonic Jam* for the Saturn, the 64DD, *Tamagotchi 2*, *Jedi Knight* on PC, *Soul Blade 2*, *Tobal 2* and *Armadillo Racers* on the PlayStation. Among other wishes were votes for a new Bullfrog 'Theme' game (send in your suggestions), growing demand for our Capcom retro-CD campaign, *Metroid 64* and a 32-bit Dan Dare game (cool). For some reason a large number of you also wanted peace on Earth this month. Keep 'em coming or your mail gets fed to goats.

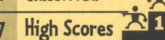
PLAYSTATION *TEKKEN 3* NOW IN PROGRESS!

You read that correctly! Namco are converting the third instalment of their smash-hit fighting saga to PlayStation, even as you read this!

It was always on the cards that *Tekken 3* would come to PlayStation, even though it uses the upgraded System 12 board (PlayStation is only System 11). There was talk though, that it would need a upgrade cartridge or even a PC plugged into the PlayStation! Whether any of these rumours will prove true (that last one has always seemed highly improbable), we don't know. What we do know though, is what Namco have told us – that the original team behind arcade *Tekken 3* are working on the PlayStation game!

A Christmas release seems possible, so we hope for more news and possibly screenshots, within the next few months. Watch this space!

Contents







THE RED-HOT RUMOURS DEPT. SCORCHING YO ASS!

More sneaky info from the motor-neurons of the gaming nerve centre. Is it fact or fiddlesticks?

- Namco's first N64 game will be *Family Stadium 64*, a cutesy baseball sim. The latest in the series which has already graced the NES, SNES and Gameboy.
- *Quake 2* will allow you to play as a male or female character. The female character is based on Vasquez in Aliens. There will also be a female villain, based on the look of the Borg.
- Alexey Pajitnov is working on ten new desktop puzzle games for Microsoft. They will appear in Autumn, all on the same disk.
- Hasbro Interactive are working on a PC version of *Pictionary*.
- Three huge sequels, *Populous 3*, *Riven: Myst 2* and *Sim City 3000* are all scheduled to be released in America in the same month (October).
- The actress set to play Lara Croft in the Tomb Raider movie has been cast. It's Liz Hurley!
- Another movie-of-the-game is *Resident Evil*, with Jason Patric and Samantha Mathis in the roles of Chris Redfield and Jill Valentine.
- *Vectorma*n (old MegaDrive character) is also said to be lined-up for a movie. Like we care.
- The new computer-animation company owned by Namco and Sony is working on movies of *Tekken* and *Final Fantasy*!
- Bandai have released a new *Tamagotchi* in Japan, letting you grow your own Moth-Ra (from Godzilla).

computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**NE**	**V-RALLY**	**PLAYSTATION**	**OCEAN**
2	NE	DUNGEON KEEPER	PC CD-ROM	EA
3	1	ISS 64	NINTENDO 64	KONAMI
4	2	ISS PRO	PLAYSTATION	KONAMI
5	NE	SYNDICATE WARS	PLAYSTATION	EA
6	3	RAGE RACER	PLAYSTATION	SONY
7	4	MARIO KART 64	NINTENDO 64	NINTENDO
8	6	FADE TO BLACK: PLATINUM	PLAYSTATION	EA
9	5	CARMAGEDDON	PC CD-ROM	SCI
10	14	FIFA SOCCER MANAGER	PC CD-ROM	EA
11	NE	KILLER INSTINCT GOLD	NINTENDO 64	NINTENDO
12	12	ROAD RASH: PLATINUM	PLAYSTATION	EA
13	7	SOUL BLADE	PLAYSTATION	SONY
14	8	RAYMAN: PLATINUM	PLAYSTATION	UBI SOFT
15	11	TOMB RAIDER	PLAYSTATION	EIDOS
16	9	MICRO MACHINES V3	PLAYSTATION	CODEMASTERS
17	NE	ALIEN TRILOGY: PLATINUM	PLAYSTATION	ACCLAIM
18	19	C&C: RED ALERT	PC CD-ROM	VIRGIN
19	NE	BUST A MOVE 2: PLATINUM	PLAYSTATION	ACCLAIM
20	NE	INDEPENDENCE DAY	PLAYSTATION	EA

JAPANESE MULTI-FORMAT SALES TOP 10

1	**FINAL FANTASY TACTICS**	**PLAYSTATION**
2	POCKET MONSTERS	GAME BOY
3	DOOZY-J	PLAYSTATION
4	SONIC JAM	SATURN
5	GUNDAM THE BATTLE MASTER	SATURN
6	ACE COMBAT 2	PLAYSTATION
7	DIGICO LEAGUE BASEBALL	DIGICO
8	DOOZY-J TYPE-R	SATURN
9	SAKURA WARS	SEGA
10	TOKI MEKI PUZZLE GAME	KONAMI

AMERICAN MULTI-FORMAT SALES TOP 10

1	**WILD ARMS**	**PLAYSTATION**
2	TRIPLE PLAY '98	PLAYSTATION
3	MARIO KART 64	NINTENDO 64
4	RAGE RACER	PLAYSTATION
5	TUROK	NINTENDO 64
6	FIGHTERS MEGAMIX	SATURN
7	NEED FOR SPEED 2	PLAYSTATION
8	WAR GODS	NINTENDO 64
9	THUNDER TRUCK RALLY	PLAYSTATION
10	WAVE RACE 64	NINTENDO 64

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

1	TIME CRISIS	PLAYSTATION
2	QUAKE	PC CD-ROM
3	SONIC JAM	SATURN
4	STARFOX 64	NINTENDO 64
5	PARAPPA THE RAPPER	PLAYSTATION

TIME CRISIS

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1 LAST BRONX	SEGA
2 DUKE NUKEM 3D	SEGA
3 SONIC JAM	SEGA
4 DRAGON FORCE	SEGA
5 PUZZLE FIGHTER 2	VIRGIN

SATURN IMPORT TOP 5

1 MARVEL SUPERHEROES	CAPCOM
2 RESIDENT EVIL	CAPCOM
3 GRANDIA	SEGA
4 WILLY WOMBAT	SEGA
5 SAMURAI SHOWDOWN RPG	SNK

PLAYSTATION U.K. TOP 5

1 F1 '97	PSYGNOSIS
2 ABE'S ODDYSEE	ACTIVISION
3 FIGHTING FORCE	EIDOS
4 BUST-A-MOVE 3	ACCLAIM
5 CASTLEVANIA	KONAMI

PLAYSTATION IMPORT TOP 5

1 MARVEL SUPERHEROES	CAPCOM
2 METAL GEAR SOLID	KONAMI
3 STREET FIGHTER EX PLUS	CAPCOM
4 TIME CRISIS	NAMCO
5 BREATH OF FIRE 3	CAPCOM

PC TOP 5

1 DUNGEON KEEPER	EA
2 DARK REIGN	ACTIVISION
3 F1 '97	PSYGNOSIS
4 RESIDENT EVIL	VIRGIN
5 BROKEN SWORD 2	VIRGIN

NINTENDO 64 TOP 5

1 STARFOX 64	THE GAMES
2 ISS 64	KONAMI
3 MARIO KART 64	THE GAMES
4 BLAST CORPS	THE GAMES
5 MARIO 64	THE GAMES

NINTENDO 64 IMPORT TOP 3

1 GOLDENEYE	RARE
2 LAMBORGHINI 64	TITUS
3 DARK RIFT	VIK TOKAI

16 BIT TOP 3

1 SONIC 3	MEGADRIVE
2 BREATH OF FIRE 3	SNES
3 DYNAMITE HEADDY	MEGADRIVE

ARCADE TOP 5

1 HOUSE OF THE DEAD	SEGA
2 VAMPIRE SAVIOUR	CAPCOM
3 GTI CLUB	KONAMI
4 TEKKEN 3	NAMCO
5 DEAD OR ALIVE	TECMO

CVG'S TOP 15 CVG TEAM LOOKALIKES. WHO IS WHO?

1. RIK ADAMS
2. CHESNEY HAWKES
3. ACE VENTURA
4. ARNOLD SCHWARZENEGGER
5. BARBARA STREISAND
6. JULIE ANDREWS
7. BLONDE BACKSTREET BOY
8. ORO FROM STREET FIGHTER 3
9. ODO FROM STAR TREK
10. CHEESEBURGER ELVIS
11. PENFOLD
12. JOE FROM EASTENDERS
13. THE MASK
14. DESPERATE DAN
15. LURCH

A prize for the person who can guess all of them correctly.

VIDEO GAMING

Dave Kelsall's Retro Computer Cabin

The usual smattering of self indulgent old claptrap again this month as the Microgoblin proudly takes us back to the days when blah, blah, blah etc...

Not since I rediscovered a horde of goodies from my latest attic rummagings (including my Puffin club membership packs, 'Breaker' CB magazines, Rubic's Snake and Mini-Munchman LCD pocket game) have I had such a rush of nostalgia as getting my hands on a copy of *CRUSH ROLLER*.

Though hardly a classic, this *Pac-Man* derivative released in 1981 by Kural Esco bought back floods of long forgotten memories of hanging out in the games room underneath the Prince Rupert hotel in Shrewsbury whilst my parents scoffed away in the restaurant upstairs. Playing *CRUSH ROLLER* was as much a part of my saturday nights as The Dukes Of Hazard or Tales Of The Unexpected.

Now you might think I'm going off on one here but I think that it's fair to say that even though retro gaming is very much an appreciation of classic gameplay there's also a very strong element of nostalgia attached. This often makes forming an opinion of old games particularly difficult as you tend to remember the good times you associated with the game rather than the gameplay itself. Keep this in mind when I urge everyone to hunt down a copy (there's a particularly good emulator for the Mac and PC on the internet)! The gameplay is far from demanding as you (the roller) weave around a maze attempting to change the colour of the floor from grey to green while dodging a couple of ropey looking ghouls. Your only line of defence from these shambling sprites are the two slides that whizz you along the maze, temporarily trapping anything that gets in the way. Now and again some of the creatures hanging around the maze break free from their squares and run amok leaving footprints that need to be re-rollered until you finally squash 'em.

● *CRUSH ROLLER*. A classic of the er... of the crushing rolling genre.

The reason I'd almost forgotten about *CRUSH ROLLER* is the fact that I don't recall any home versions ever being made or any rip-offs for that matter.

RETRODROID'S INTERNET HEAVEN!

More top Retro related malarkey from Alex Ward

I'm often asked what my favourite games of all time are, and my mind nearly always goes blank. So, the easy answer is to use someone else's answer instead. For a fine look at someone's favourites, have a look at www.sportsextra.com/~riffraff/favevids.cgi for some great Top Ten lists.

What are your all time retro faves? Write in and let us know. If you're serious about becoming a videogames collector, then you'll know how difficult it is to find old systems in their original packaging. To see what the boxes for all of the older systems actually look like, check out http://gozips.uakron.edu/~skg/mirth.html for a slightly bizarre retro gaming site.

Fans of retro computer games are almost always fans of old coin-ops. Have a look at a great coin-ops page in the US located at http://brain.usask.ca/arcade for a great site featuring many coin-op classics. The author, Shawn, is a big *Gyruss* and *Star Wars* (coin-op) fan (my kind of player!).

Finally, if like me you would just love to fill up your house with a million and one arcade machines but just don't have the room, then you'll be pleased to know that two new compilations of Atari Classics will be appearing on PlayStation this year. Featuring *Spy Hunter*, *Joust 2*, *Moon Patrol*, *Splat*, *Blaster*, *Root Beer Tapper*, and probably *BurgerTime*. If this wasn't enough, Atari will also compile *Paperboy*, *Gauntlet*, *Road Blaster*, *Marble Madness*, *Crystal Castles* (featuring Bentley Bear of *Atari Karts*), and *Millipede* onto another disk. Will we like it? Our breath is held.

VECTOR GAMES

By far the coolest looking retro games around are those that use vector graphics to display the action. Even those people that believe that old games belong on the scrap heap admit that the genre has a certain charm and style about it.

Though we've been treated to a few classics such as *BATTLEZONE, ROBOTRON, DEFENDER, ASTEROIDS, TEMPEST* etc... of late, there are still tons of graphical masterpieces in the cue to be re-released as retro compilations. I for one would love to see *STAR WARS, THE EMPIRE STRIKES BACK, BLACK WIDOW, RED BARON*, and *GRAVITAR* to name but a few.

GRAVITAR by Atari games is an all time favourite of mine. You control a ship that has to descend onto various planet surfaces to pick up fuel pods whilst avoiding enemy ships and gun enplacements. As you get nearer to key objects in the game the graphics zoom in to show you a more detailed view of your surroundings as you attempt to battle the forces of gravity and complete your mission. Fans of this genre should look out for the 8-bit classic *THRUST I* and *II* or the 16-bit *OIDS* that took the gameplay one step further by requiring the player to pick up and then tow a small satellite thing to safety, thus adding to the gravitational mayhem.



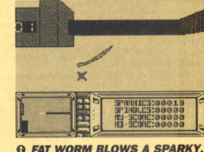




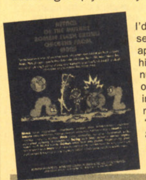
● CONGO BONGO. Time to kick some monkey ass. And hogs.

Regular readers of the Cabin are probably aware of my passion for all things monkey related, so you can imagine my delight as I recently picked up a copy of SEGA's *CONGO BONGO* (lets hope there's a retro pack coming soon, eh!). Having had your camp set alight by a grumpy old gorilla you set off through four screens of jungle action in an attempt to get your revenge. Each screen is viewed in a sort of pseudo-quasi-3D style similar to SEGA's other arcade hit of the time, *ZAXXON*. Each level has its particular jungle theme and an assortment of foes to jump over and dodge, ranging from the rather harmless level 1 coconuts to the stinking hogs of level 4, with a rather pleasant *FROGGER* derivative on level 3 for a bit of variety. Each time you reach the gorilla he scuttles off à la *DONKEY KONG* until the end of the game where it's pay back time and you get to see a neat bit of animation as you singe his sorry ass. *Sonic* fans will also notice the two-fingered salute our intrepid explorer gives after successfully completing a level.

I'll round off this month with a little Speccy gem I discovered the other day. *FAT WORM BLOWS A SPARKY* by Durell (of *COMBAT LYNX* fame) is set inside the electronic labyrinth of a Spectrum. The story goes that you are in control of a worm (in this case a program made by a hacker to insert into big systems). Of course the Speccy's internal defences are out to stop you completing your mission – to find a disk drive on which to clone yourself. To defend yourself from the Speccy's arsenal, Fat Worm is armed with two types of 'Sparkys' – a sort of delay bomb called a burper and blasters that shoot out of the worm's nose and zaps anything among the circuitry that's bothering it. Now I hardly rate this as an essential purchase but if you're into computer 'in jokes' then this is right up your alley.



● *FAT WORM BLOWS A SPARKY*. Lucky Sparky eh!



I'd just like to say a quick thank you to Russ Juckes who sent me a stack of info on Matthew Smith after my appeal last month. Though Russ didn't actually know of his whereabouts he sent me a print-out from one of the numerous websites devoted to the man, in which someone recently met a guy named Mat Smith in a commune in the Netherlands. It seems he's now a motor bike mechanic and apparently "wrote some video games in the 80's, got burnt out, ended up in a mental institution". Fair enough!

CABIN FREEPLAY CLASSIFIED

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GAMES

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FREEPLAY HIGH SCORES

This section is your chance to show how good you are at games. Send us any brilliant scores for recent games and we'll print the best each month. Also let us know your three digit high score name so that anyone passing your local arcade knows that you've been there! Keep some proof of your score in case we ask for it, and if you really want to show off, send us a video showing how you did so well!

HIGH SCORES, CVG,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

TEKKEN 3 (ARC)

Game Complete (Paul) 3'05
Yasuhiro Hunter (YAS), Oxford

SOUL BLADE (PS)

Arcade Mode 0'19"16 (Voldo)
Matthew Hopkins (MAT), Crewe

Special Weapon Survival Mode 234 wins
(Taki) Brian Lelas (GMB)

RAGE RACER (PS)

MYTHICAL COAST
Best Lap 0'51"325
Michael Lai, Liverpool
Best Race 2'36"972
Michael Lai, Liverpool

MYTHICAL COAST REVERSE
Best Lap 0'49"816
Michael Lai, Liverpool
Best Race 2'33"507
Miroslav Jeftic (M.J), Ruma, Yugoslavia

OVERPASS CITY
Best Lap 1'15"411
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'49"932
Miroslav Jeftic (M.J), Ruma, Yugoslavia

OVERPASS CITY REVERSE
Best Lap 1'11"979
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'41"441
Miroslav Jeftic (M.J), Ruma, Yugoslavia

LAKESIDE GATE
Best Lap 1'08"891
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'34"009
Miroslav Jeftic (M.J), Ruma, Yugoslavia

LAKESIDE GATE REVERSE
Best Lap 1'09"995
Michael Lai, Liverpool
Best Race 3'34"983
Michael Lai, Liverpool

EXTREME OVAL
Best Lap 0'20"435
Adi Wells, York
Best Race 2'06"220
Adi Wells, York

EXTREME OVAL REVERSE
Best Lap 0'21"529
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 2'14"213
Michael Lai, Liverpool

SATURN BOMBERMAN (SAT)

Master Game completed, 305860
Richard La Ruina (RIK), Cambridge

MANX TT (SAT)

LAXEY COAST
Best Lap 0'52"84
Steve Lyth, Whitby
Best Race 2'45"00
Chris Maybray, Leics.

TT COURSE
Best Lap 1'08"32
Chris Maybray, Leics.
Best Race 3'30"52
Steve Cobain, Kettering

LAXEY COAST REVERSE MIRROR
Best Lap 0'53"32
Chris Maybray, Leics.
Best Race 2'45"32
Steve Lyth, Whitby

TT COURSE REVERSE MIRROR
Best Lap 1'10"64
Steve Lyth, Whitby
Best Race 3'36"68
Steve Lyth, Whitby

FIGHTERS MEGAMIX (SAT)

Survival Mode, FV Setting, Wolf Stage

3 Mins, BM 24 Wins
Jonathan Town, Wakefield
7 Mins, Rentahero 45 Wins
Andrew Beecroft (Andy), N. Yorks
15 Mins, Rentahero 111 Wins
Jim Grant (JIM), Isle of Wight

KING OF FIGHTERS '96 (SAT)

Survival Mode (Level 8, Iori) 20'43
Yasuhiro Hunter (YAS), Oxford
Arcade Mode (Level 8) 3,564,200
Yasuhiro Hunter (YAS), Oxford

CHRISTMAS NiGHTS (SAT)

9999 Link Attack (Clocked the game)
Nathan White (NAT), London
0'08"907 Time Attack
Gary Cormack (GAZ), Stonehaven

NiGHTS (SAT)

Puffy beaten with 102 remaining
Brian Lelas (GMB)
Reala beaten with 107 remaining
William Curley, Surrey
Jackle beaten with 104 remaining
Ruverne Latchanna, South Africa
Wizeman beaten with 77 remaining
Brian Lelas (GMB)
Gillwing beaten with 95 remaining
Brian Lelas (GMB)
Gulpo beaten with 10 remaining
Brian Lelas (GMB)
Clawz beaten with 93 remaining
Brian Lelas (GMB)

351 Link (Spring Valley 1)
Tom Russon
93030 Points (Spring Valley 1)
Tom Russon
632540 Points (Spring Valley)
James A. Thompson (JAT), Hull

326 Link (Mystic Forest 1)
Nathan White (NAT), London
544920 (Mystic Forest)
Nathan White (NAT), London

370 Link (Soft Museum 1)
Nathan White (NAT), London

421Link (Splash Garden 1)
Ruverne Latchanna, South Africa

379 Link (Frozen Bell 1)
Nathan White (NAT), London

826100 Points (Frozen Bell)
Nathan White (NAT), London

TUROK: DINOSAUR HUNTER (N64)

Training Mode
2'42 James O'Keefe, Lancashire

SUPER MARIO 64 (N64)

Princess Slide 16"0
Clifford Bonney (C.B), Oxford

MARIO KART 64

LUIGI RACEWAY
Best Lap 33"37
Stephen Wave, Doncaster
Best Race 1'43"52
Stephen Wave, Doncaster

MOO MOO FARM
Best Lap 26"34
Greg Ihnatenko, Cheshire
Best Race 1'21"26
Ian Chan, Scotland

KOOPA TROOPER BEACH
Best Lap 28"68
Greg Ihnatenko, Cheshire
Best Race 1'27"28
Greg Ihnatenko, Cheshire

KALIMARI DESERT
Best Lap 36"06
DJ Dirty's nameless friend
Best Race 1'53"98
DJ Dirty's mate without a name

TOAD'S TURNPIKE
Best Lap 52"50
Greg Ihnatenko, Cheshire
Best Race 2'39"57
Ian Chan, Scotland

FRAPPE SNOWLAND
Best Lap 36"93
Greg Ihnatenko, Cheshire
Best Race 1'51"55
Ian Chan, Scotland

CHOCO MOUNTAIN
Best Lap 35"15
Ian Chan, Scotland
Best Race 1'46"65
Ian Chan, Scotland

MARIO RACEWAY
Best Lap 18"93
Dany Gray (DAG), Dewsbury
Best Race 59"75
Stephen Wave, Doncaster

WARIO STADIUM
Best Lap 52"47
Chris Murphy (CHR), Manchester
Best Race 3'22"61
Chris Murphy (CHR), Manchester

SHERBERT LAND
Best Lap 36"15
Ian Chan, Scotland
Best Race 1'54"34
Ian Chan, Scotland

ROYAL RACEWAY
Best Lap 51"40
Stephen Wave, Doncaster
Best Race 2'34"89
Stephen Wave, Doncaster

BOWSER CASTLE
Best Lap 41"10
William Murray, Northampton
Best Race 2'07"77
Ian Chan, Scotland

DONKEY KONG JUNGLE PARK
Best Lap 11"70
Chris Murphy (CHR), Manchester
Best Race 1'01"82
Chris Murphy (CHR), Manchester

YOSHI VALLEY
Best Lap 33"67
Stephen Wave, Doncaster
Best Race 1'42"68
Stephen Wave, Doncaster

BANSHEE BOARDWALK
Best Lap 37"47
Greg Ihnatenko, Cheshire
Best Race 1'56"79
Greg Ihnatenko, Cheshire

RAINBOW ROAD
Best Lap 1'21"66
Stephen Wave, Doncaster
Best Race 4'07"86
Stephen Wave, Doncaster

WAVE RACE 64 (N64)

SUNNY BEACH
Best Lap 0'20"869
Barry Morgan (BAD), Luton
Best Race 1'05"819
Barry Morgan (BAD), Luton
Stunt Score 13187
Torkel Hanson (TH_), Edinburgh, Scotland

SUNSET BAY
Best Lap 0'21"171
Barry Morgan (BAD), Luton
Best Race 1'09"473
Barry Morgan (BAD), Luton
Stunt Score 14400
Torkel Hanson (TH_), Edinburgh, Scotland

DRAKE LAKE
Best Lap 0'24"719
Barry Morgan (BAD), Luton
Best Race 1'16"756
Barry Morgan (BAD), Luton
Stunt Score 20480
Torkel Hanson (TH_), Edinburgh, Scotland

MARINE FORTRESS
Best Lap 0'23"760
Chris Murphy (CHR), Manchester
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 20785
Torkel Hanson (TH_), Edinburgh, Scotland

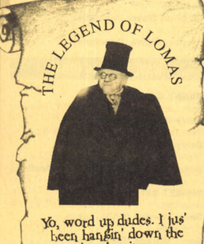
PORT BLUE
Best Lap 0'28"289
Chris Murphy (CHR), Manchester
Best Race 1'27"935
Chris Murphy (CHR), Manchester
Stunt Score 30665
Torkel Hanson (TH_), Edinburgh, Scotland

TWILIGHT CITY
Best Lap 0'29"589
Chris Murphy (CHR), Manchester
Best Race 1'32"001
Paul Taylor, Milton Keynes
Stunt Score 21565
Torkel Hanson (TH_), Edinburgh, Scotland

GLACIER COAST
Best Lap 0'27"523
Chris Murphy (CHR), Manchester
Best Race 1'27"368
Chris Murphy (CHR), Manchester
Stunt Score 31130
Torkel Hanson (TH_), Edinburgh, Scotland

SOUTHERN ISLAND
Best Lap 0'25"300
Barry Morgan (BAD), Luton
Best Race 1'19"859
Chris Murphy (CHR), Manchester
Stunt Score 17118
Torkel Hanson (TH_), Edinburgh, Scotland





Yo, word up dudes. I jus' been hangin' down the beach wit ma bros, catchin' a bit 'o wickid surf. It was wickidy-wickidy-wickidy-schwing, dudes! As you can see, man, I'm all decked out in my kewl surf-dude kit. It's a real bonus in the babe-pullin' department, I tell ya! It's the top hat that does it for 'em. Now, send me tips! Honk!

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS

CVG, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON E14 9TZ

You can now also send any tips or guides to this Email address. Don't copy a load of old tips from other mags, and DEFINITELY don't waste your time sending in tips we've already printed. Pretending you found them yourself won't win you the free game from HMV. And the same goes for tips copied off the internet, goddit?

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

DARKLIGHT CONFLICT

Andy Rae from Bournemouth has been playing *Darklight Conflict* since the day it came out to get this password. It lets you access all 50 missions, starting on the final one called "The End?". Just enter **GGVVPHQQP** and you're away! For figuring that out, and for getting it in so quickly, Andy wins a **free game of his choice from HMV!** Just let us know what you want Andy and we'll get it to you as soon as possible.

BUBSY 3D

We've managed to avoid this game totally so far, but some of you may not have been so fortunate. If you need to cheat, go to the Load Game screen and enter these codes as passwords.

99 lives	**XMUCHOLIFE**
All rocket parts	**XTOUROCKER**
Bonus rounds	**XBNSCHTMMM**
Level select	**XLVLCHTMSB**
Level warp	**XZOOMMERKB**

The level warp code lets you jump to different parts of the map by pressing **Left+Start** at the same time during the game. When you pause, the coordinates are shown on the screen.

Thanks to **Toby Hall from Worcester** for sending that in.

DIE HARD TRILOGY

There's an option in *Die Hard With A Vengeance* that lets you change the size of the score which **Simon White from Manchester** has written to tell us about. Take the second controller and hold the **Triangle** button, then move the pad around to change the shape of the score. Hold the **Square** button and move the pad around to move the clock, or hold **Circle** and move the pad to make it bigger or smaller.

TOMB RAIDER

William Hickey from Clonmel, Co. Waterford has written in to let everyone know about a few little tips he's found for *Tomb Raider.*

"On the fourth level after you collect your first piece of the scion, continue on and save you game at the next save icon. Now reset your PlayStation and load up to where you last saved, but instead of continuing, go back up to where you found the scion and there should be another piece!!!"

"On the Natlas Mines level, at the very start, swim to the left near the surface of the water and get out as soon as you can. Now to your left should be a raised slope. See if you can manage to side-jump onto it, and when you start to slide down grab hold of the ledge and shimmy left, thus skipping about one third of the level."

By the way, these tips will work on the Saturn and PC versions as well. Thanks William.

SATURN

KING OF FIGHTERS 95

Thanks to **Wayne McGarry** who reminded us via Email (yes, it really works) that we didn't print the blood cheat for the UK version of *KOF 95.* Not only does it add the blood which was removed for the UK version, but it also puts back the frames of animation which were taken out. You'll be pleased to hear that it includes Mai's wobbling doo-das. In case you're interested, it's the same as with the UK Neo-Geo version.

After the intro has finished, a demo will start up. Let the screen shrink so that the borders appear and the high scores come up, then press these buttons: **X+B on pad 1 and Y+A on pad 2** all at the same time. Now press **Start** and begin the game as it was meant to be.

MECHWARRIOR 2

These codes should be entered as passwords to give you all sorts of useful cheat modes.

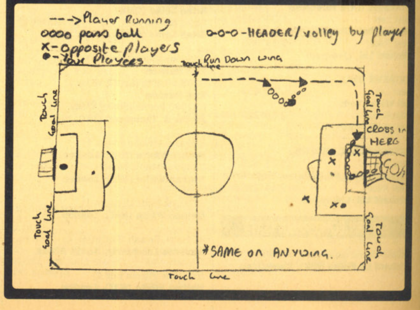
Invincibility	**##XO/A><UZ**
Infinite ammo	**TOXO/AX>TU**
Open all levels	**T<XO/AXA<=**
Jets for all Mechs	**#YXO/A>YOL**
Extra weapons	**T#XO/AX<<<**
Extra heat sinks	**#XXO/A4>Y+**
Permanent throttle	**#AXO/A4YYA**
No weight limit	**#OXO/A>>O/**
Elemental chassis	**T/XO/AZ<#***

SATURN BOMBERMAN

This cheat from **"Wild" Wain Lim** lets you change the weather for the battle games! After you've set all of the rules and options up for a game, go to the stage select screen and **hold X+Y+Z** until you hear a noise. Once that's happened, press either **Up or Down** on the pad and the weather will change in the background! "Wild" Wain recommends that you all play the Path Of Glory stage at night for maximum entertainment.

ISS PRO

Simon Parker from Norwich has sent this diagram to explain how to score almost every time in *ISS Pro.* You need to run down either wing avoiding all the opposing players, then turn into the area just before the touchline. Cross it in when the goalkeeper is just in the six-yard box and one of your players should head or volley it into the back of the net. The best teams for this tactic are Brazil, England and Croatia. Thanks Simon.



NINTENDO 64

HEXEN 64

To turn on the cheat mode, you first need to pause the game and press **C-Up, C-Down, C-Left, then C-Right**. The Cheat option should appear. Go into the Cheat screen and enter any of the codes that you want, but make sure you do them quickly.

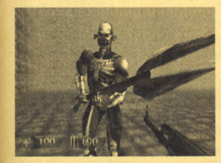
Level select
C-Left, C-Left, C-Right, C-Right, C-Down, C-Up
God mode
C-Left, C-Right, C-Down
Max health
C-Left, C-Up, C-Down, C-Down
No clipping
C-Up x20, C-Down
Butcher mode
C-Down, C-Up, C-Left, C-Left

These cheats can be entered on the Collect Mode screen as before.

All weapons
C-Right, C-Up, C-Down, C-Down
All keys
C-Down, C-Up, C-Left, C-Right
All items
C-Up, C-Right, C-Down, C-Down
All puzzle items
C-Up, C-Left, C-Left, C-Left, C-Right, C-Down, C-Down

TUROK: DINOSAUR HUNTER

Johnathan Walker from Beddau near Pontypridd wants everyone to know about The Big Cheat for *Turok*. Go to the Enter Cheat screen and put in the code **NTHGTHDGDCRTDTRK** to get the new options. You can now use pretty much every cheat imaginable in one go.



PC CD-ROM

THEME HOSPITAL

Daniel Cutler from Berkshire has a tip to get rid of pukes or rat holes easily. Simply pick up a bench or a drinks machine and put it over whatever you want to get rid of, then put it back in its original position. The object you wanted to remove will be gone!



WE'RE STUCK

Dear CVG,

First I would like to congratulate you on making an excellent games magazine, now for what I really wanted to write to you about:
1. On *Super Mario 64*, I have got on to the Big Boo's Balcony, destroyed him and the star goes on top of the haunted houses roof, how do you get at it? I've tried loads of times to get it but I can't.
2. Also on level 2 for the last star how and which wall do you blast away?
3. And on level 4 for the third star do you have to win the race against the giant penguin for the star? I'm asking about this because there is no timer on the screen like there is when you do the footrace against Koopa the Quick and the castles secret star race.
4. Is there any cheats for *Super Mario 64*? If so please can you write them down?
5. Is there a cheat so if you can't do a stage you can do the cheat and it will give you that star?

Thanks!

James Mitchell

PS. I would be very, very, very, very, very, very happy if you would answer my questions!

CVG:
1. *You need to jump your way along to one of the flat roof sections on either side, then jump back from there. Just keep trying – it is possible.*
2. *Get in the cannon and aim yourself at the corner of the triangular bit of wall just above and to your right. Fire at that to knock it out, then do the same on the second wall along to get the star.*
3. *To win the third star you need to beat the penguin to the bottom. Thing is, you're not allowed to take any of the shortcuts as you go.*
4. *There aren't any "cheats" as such, just loads of glitches and weird happenings. There's nothing that's of any real use.*
5. *Nope.*

Dear C+VG,
I've *Toonstruck* for my PC. I'm stuck PLEASE HELP ME.
1. Where's the missing part for the churnatron 2000?
2. How do you get B.B. his wine?
3. Where's the Baker Boys little brother Ray?
4. How do you get to Zanydu?
Yours sincerely,
Claire Lowney.

CVG:
1. *You need to go to the barn and use the magnet on the left-hand haystack to get the Churnatron piece.*
2. *Use the mallet on the strengthometer in the arcade and wreck it to get the wine.*
3. *Uh... not really sure what you mean. Sorry.*
4. *You need to put the mouse in one hand, then use the fertilizer on it to get across to Zanydu.*

Dear C+VG,
On the excellent *Exhumed* for the PS, I have completed the game with all the artifacts and got all the radio parts. I am now searching for the Team Dolls. PLEASE answer my questions. I have found 8.
1. Is there only one team doll per level or are there more?
2. How many dolls do you need to get the special modes (dolphin and vulture)?
3. I have found many dolls but I cannot access them because I need the modes. Could you tell me what levels are accessible to the dolls without the modes?

PS. I am writing to you as I am really stuck. I don't want to use cheats because I will ruin the beautiful game. I am just relying on your guidance!

Yours sincerely, **C.J. Gregs**

CVG: 1. *On the PlayStation version, there is only one doll per level. There's one exception – there's a second doll hidden at the end of Ramses Tomb, after you finish the game.*
2. *You get Dolphin Mode for collecting ten of the dolls, and Vulture for getting another four on top.*
3. *The ten levels that contain Team Dolls which can be collected without the special modes are as follows: Tomb of Ramses, Sobek Pass, Sobek Mountain Shrine, Set Arena, Nile Gorge, Sunken Palace of Khnum, Magma Paths, Horus Peak, Canyons of Chaos, Kilmaat Haunt.*

CVG I'm stuck,
I am a big fan of Celtic but the players I am looking for is not in *FIFA 97*. So can you get me a tip to get Jorge Carete and Paolo Dicanio or any other one. Thanks.

Derek Cairns, Glasgow.

CVG: *Unfortunately, you've bought a rubbish game and there's nothing you can do about it. If you're clever, you'll only buy good football games from now on. If you're stupid, you could always buy FIFA 98 and hope they get the players right in that. You can almost guarantee that it'll play terribly though.*

MOST STUPID PERSON EVER!

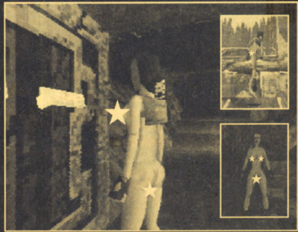
Remember our April fool gag saying that you could play as Lara Croft from *Tomb Raider* in the nude? Remember that we explained that it wasn't real loads of times over the next few issues? Remember how we took the mickey out of some real idiots who still managed to write in asking about it even after all that? Well we've now found someone to top that...

Dear CVG,
My friends and I want to know how to get Zara Croft from *Tomb Raider 1* nude!
PS, could you answer this question in the WE'RE SICK section if not, some where in the mag.
Cheers, your the best CVG.

My PC has got 128 bit graphic, so it is much better than a stupid rubbishy N64 and Saturn.

From Tom Key

CVG: *A nutcase through and through. "We're Sick" was just something we did to take the mickey out of stupid people who still believed the cheat was real. We've no idea how you can possibly still think it's true even after we've said it was a joke hundreds of times. Crumbs.*



↑ The stars stuck on the pictures are just to protect you from the obscenity behind. We can take them off and look any time we want.

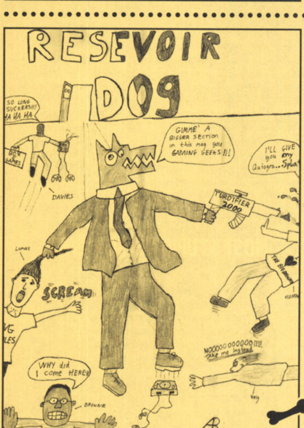
Now Listen!
All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown in this section!

drawinz wot you dun

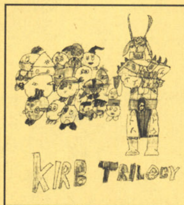
This month's art is by far the best ever! Try spending less than two hours on this page! You just can't do it!

KEY	
Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!	Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

Welcome young and old to the coveted CVG Drawings section of the magazine, which we on CVG like to call 'Drawinz' solely for our own amusement. If you have any ideas for a new name for this section please keep it to yourself as we really don't want to change it!



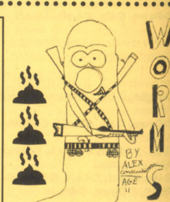
What can I say? Excellent, that's what! Well done Aaron Brogan this is brill, I love it!



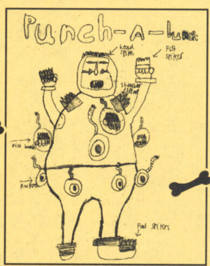
***Kirb Trilogy*? You mean *Kirby* don't you? Well done Adam Kelly this is cool!**



Turok was a popular choice of art this month. This is one of my favs, thanks Daniel Shaw!



Well what have we here? I'll tell you, three auto-turds that's what!



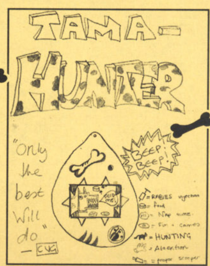
Now this is awesome! 100% Original, 100% tough, just like me. Top marks Nathan Quinn.



Star Wars is one of my favourite films. What more could I ask for? Thanks Roy Huybregts.



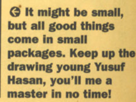
Those hand-held hoovers have so many purposes! Tim Ireland shows exactly what can happen if they fall into the wrong hands!



'Only the best will do', that's the same on these pages too. Nice one Neil Phillips! Have a bone.



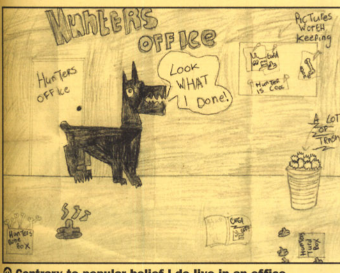
This is brilliant, I especially love the little posters in the background, good work David Conway. Good!



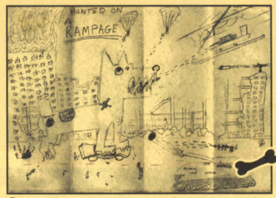
It might be small, but all good things come in small packages. Keep up the drawing young Yusuf Hasan, you'll me a master in no time!



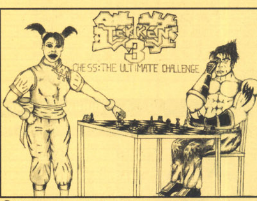
This really is amazing! Brilliantly drawn, I'll have some more from you please Cass Opera!



Contrary to popular belief I do live in an office. However, it's slightly nicer than this one, thanks Toby Hall!



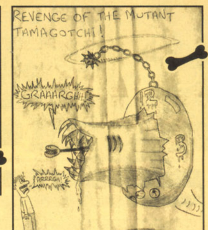
Yeah! Another awesome piece of work! The fame is going to my head! Nick Higgnet.



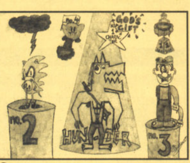
Chess is dull, But *Tekken Chess*... No that's dull too. Dhanraz Ramdharry.



All the humans have hands like this on CVG apart from Tom, thanks Julian Hazeldine.



I love this one, that face is so disgusting. Unfortunately there's no name with this, sorry!



You're dammed right I'm number one. You just wait for my game – it'll be the best!

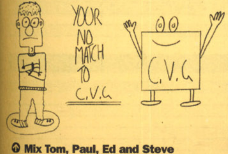


Nice work James Andrew Cross! I like the Cover.

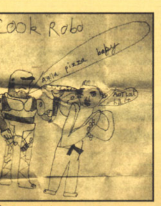


This is my favourite drawing of the month. Your prize? Ten minutes of respect! Thanks Jamie Thomas Bibb.

If Ed was kidnapped, no-one would bother to go after him, but it's a nice thought Robert Heath.



Mix Tom, Paul, Ed and Steve together and you get something like the thing on the right. William Newbury.



Cook-robo is cool, and that's a fact! Cheers Liam Ford.



I love this one! It might be simple but it has style! Cheers John Ross Reid.



Almost time for another *Zelda* game I think. Not too long now Jonas Marlesell.



Send 'em in to:

drawinz wot you dun

CVG, Emap Images, 37-38 Millharbour, The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah, no more 'Please print...'.

drawinz wot you dun



NEW CHARACTER MOVES

THROW: BRYAN					
NAME	**COMMAND (☆ = LEVER NEUTRAL)**	**ESCAPE**	**PROPERTY**	**DAMAGE**	**NOTE**
Front Neck Full Swing	stand close to opponent		Throw	30	
Gravity Brain Buster	stand close to opponent		Throw	30	
Gravity Elbow	stand close to opponent's left side or		Throw	40	
Knee Blast	stand close to opponent's right side or		Throw	40	
Neck Throw	show your back to opponent or	x	Throw	60	
Reverse Throw	show your back to opponent or	or	Throw		turn around after throw
Chains of Misery	↓ ↘ ↓ ↘		Throw	10, 8, 27	
Lower Dodge	↙ (or ↓) or ↙ (or ↓)		Reversal		

THROW: GUN JACK					
NAME	**COMMAND (• = LEVER NEUTRAL)**	**ESCAPE**	**PROPERTY**	**DAMAGE**	**NOTE**
Body Slam	stand close to opponent		Throw	35	
Lift up Slam	stand close to opponent		Throw	30	
Side Left Throw	stand close to opponent's left side or		Throw	40	
Hanging Neck Throw	stand close to opponent's right side or		Throw	40	
Spinal Crush	stand close to opponent's back	x	Throw	30, 40	
Throw to Away	stand close to opponent's back	x	Throw	70	
Reverse Throw	show your back to opponent or	or	Throw		
Pile Driver	stand close to opponent ↙ →		Throw	58	
Backbreaker	stand close to opponent ↓ ↙ ←		Throw	45	
Overhead Strike	stand close to opponent ↓ ↘ →		Throw	40	
Volcano	stand close to opponent ↘		Throw	30	
Volcano Blaster	stand close to opponent ↘ ↘		Throw	30	
Ground Zero	stand close to opponent ↗		Throw	33	
Lift Up to Megaton Blast	stand close to opponent ↗ ↓ ↘	x	Throw	60	
Body Smash	stand close to opponent ↙		Throw	32	
Choke Slam	stand close to opponent → →		Throw	35	
Body Press	↘	x	Throw	25	Property = throw only when standing close to opponent
Body Press Hammer	after Body Press	x	Throw	10	

THROW: HEIHACHI MISHIMA					
NAME	**COMMAND (☆ = LEVER NEUTRAL)**	**ESCAPE**	**PROPERTY**	**DAMAGE**	**NOTE**
Neck Breaker	stand close to opponent		Throw	30	
Pile Driver	stand close to opponent		Throw	30	
Neck Hopper	stand close to opponent's left side or		Throw	40	
Freefall	stand close to opponent's right side or		Throw	46	
Atomic Drop	stand close to opponent's back or	x	Throw	60	
Reverse Throw	show your back to opponent or	or	Throw		turn around after throw
Stonehead	stand close to opponent → →		Throw	33	
Headbutt Carnival	stand close to opponent → →		Throw	29 (42 for Kuma)	active only for Paul, Lei, Jin, Kuma and Heihachi - to hit back

THROW: JULIA CHANG					
NAME	**COMMAND (☆ = LEVER NEUTRAL)**	**ESCAPE**	**PROPERTY**	**DAMAGE**	**NOTE**
Deathvalley Bomb	stand close to opponent		Throw	35	
Knee Suplex	stand close to opponent		Throw	30	
Headlock Face Crusher	stand close to opponent's left side or		Throw	40	
Twisted Sister	stand close to opponent's right side or		Throw	45	
Calf Branding	stand close to opponent's back or	x	Throw	50	
Reverse throw	show your back to opponent or	or	Throw		turn around after throw
Arm Lock Suplex	stand close to opponent ↘		Throw	37	
Mad Axes	stand close to opponent ↙ ↙ ← →		Throw	14, 14, 14	
Waist Suplex	stand close to opponent ↓ ↙		Throw	35	
Cross Arms Suplex	stand close to opponent ↓ ↙ ↓ ↙		Throw	45	
Lower Dodge	↙ (or ↓) or ↙ (or ↓)		Reversal		

THROW KUMA					
NAME	**COMMAND (☆ = LEVER NEUTRAL)**	**ESCAPE**	**PROPERTY**	**DAMAGE**	**NOTE**
Bear's Bite	stand close to opponent		Throw	40	8, , 8, 8, 8
Bear Hug	stand close to opponent		Throw	10, 25	
Choke Slam	stand close to opponent's left side or		Throw	10, 15, 25	
Bear Slam	stand close to opponent's right side or	x	Throw	70	2, 2, 3, 3, 4, 4, 5, 5, 6, 7, 8, 8, 10
Swing Swung	show your back to opponent or	or	Throw		Turn round after throw
Headbutt	→ →		Throw	35	
Rock'N Roll Circus	→ ↘ ↓ ↙ ← →		Throw	60	

THROW OGRE					
NAME	**COMMAND (☆ = LEVER NEUTRAL)**	**ESCAPE**	**PROPERTY**	**DAMAGE**	**NOTE**
Body Slam	stand close to opponent		Throw	30	
Bear Hug	stand close to opponent		Throw	10, 25	
Choke Slam	stand close to opponent's left side or		Throw	10, 15, 25	
Hanging Neck Throw	stand close to opponent's right side or		Throw	40	
Swing Swung	stand close to opponent's back or	x	Throw	70	2, 2, 3, 3, 4, 4, 5, 5, 6, 7, 8, 8, 10
Reverse Throw	show your back to opponent or	or	Throw		turn after trow
Spin Behind Elbow Smash	Stand close to opponent ↘ ↘	x	Throw	30	

MOVE: KUMA

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
C-Clef Cannon	⇨ [1] [1] [1]	H, M, M	10, 8, 14	
Get Up Punch	while opponent is down ↓ [1+2]	M	12	
Jab Elbow Smash	[2] [1] [2]	H, M, M	12, 21, 20	
Bear Hammer	[1] [1] [1]	H, H, M	18,15, 18	
Overhead Smash	[1+2]	M	21	
Batter Up	while standing up [1+2]	M	21	
Double Hammer	[1+2] [1+2] or while standing up [1+2]	M, M	21, 22 or 21, 17	
Triple Uppercut	while crouching forward [1] [2] [1]	M, M, M	15, 12, 15	
Rushing Uppercut L	↘ [1] [2] [1] [2]	M, M, M, M	12, 15, 15, 30	
Rushing Uppercut R	↘[2] [1] [2] [1]	M, M, M, M	10, 15, 12, 15	
Grizzly Claw	⇦ ⬃ ⇩ ↘ [1]	M	40	
Double Claw	⇨ ⇨ (or →) [1+2]	M	26	
Sit Punch	After Sit Down Pancake Press [1] [2] [1] [2]	L, L, L, L	10, 10, 10, 10	
Sit Down	[3+4]			
Deadly Claw	⇦ [1+2]	Unblockable	35	
Rolling Bear	⇦ [1+2] ⇨ ⬂ ⇩ ⬃ ⇦ ⬁ ⇧ ↗	M	40	
Salmon Hunter	⇦ ⇨ [2+3]	L	60	
Killing Uppercut	while standing up [1]	H	12	
Uppercut to Grizzly Claw	while standing up [1] [2] M, M	12, 27		
Demon Uppercut	⇨ → [2]	M	20, 60	
Fatal Wind	⇦ ← [2+3+4]	Unblockable	200	
Dance with me	while opponent is down ⇩ [4]	L	20, 60	
You're welcome	[2+3+4]	Special move		
Hammer Rush High	↓ [1] [1] [1] [2] → [1]	L, L, M, M, H	12, 8, 12, 12, 12	
Hammer Rush Middle	↓ [1] [1] [1] [2] ↘ [1]	L, L, M, M, M	12, 8, 12, 12, 8	
Hammer Rush Low	↓ [1] [1] [1] [2] ↓ [1]	L, L, M, M, L	12, 8, 12, 12, 8	
Hammer Rush High	↓ ↘ [1] [2] → [1]	M, M, H	15,12, 12	variation on Hammer Rush High
Hammer Rush Middle	↓ ↘ [1] [2] ↘ [1]	M, M, M	15, 12, 15	variation on Hammer Rush Middle
Hammer Rush Low	↓ ↘ [1] [2] ↓ [1]	M, M, L	15, 12, 8	variation on Hammer Rush Low
Hammer Rush High	↓ ↘ [2] → [1]	M, H	10, 12	variation on Hammer Rush High
Hammer Rush Middle	↓ ↘ [2] [2]	M, M	15, 10	variation on Hammer Rush Middle
Hammer Rush Low	↓ ↘ [2] ↓ [1]	M, L	10, 8	variation on Hammer Rush Low
Supercharger	[1+2+3+4]	Special move		this makes 1st attack counter hit - unable to guard during charging



MOVE: OGRE VERSION 1

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Ancient Power	⇦ [1+2] (at the same time as opponent's attack)	Reversal	25	Version 1 only
Supercharger	[1+2+3+4]	Special Move		This makes 1st attack counter jit - unable to guard during charging

MOVE: OGRE VERSION 1. 2 COMMON

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Medium Power Punch	⇨ ⇨ [1+2]	M	40	
Power Punch	⇨ [2]	M	28	
Dragon's Power Punch	⇦ ⇦ [1+2]	Unblockable	100	
Double Elbow	⬂ [1] [2]	M, M	16, 10	
Foot Bazooka	⇨ → [4]	H	35	
Killing Blow	← [2+3]	Unblockable	60	
Spinning Slide Kick	⇨ ⇨ ☆ [3+4]	L	15	
Shin to Head Kick	⇩ [4] ☆ [4]	L, H	7, 20	
Blazing Kick	⇩ ⬃ [4]	M	30	
Infinity Kick Combo	while standing up [3] [3] ↓ [3] [3] ...	H, H, H, M ...	10, 25, 15, 10	
Infinity Kick Combo	during Infinity Kick Combo, beat ↓ [3]	... L, M, H ...	10	
Infinity Kick Combo	during Infinityu Kick Combo, beat ↑ [3]	... M, M, H ...	15	
Crouching Jab	↓ ⬂ [2]	L	25	
Slap	↓ ⇨ [2]	M	40	
Groin Punch	↓ ⇨ [1]	M	30	
Bloody Scissors	⬃ [1+2]	Unblockable	50	
Hammer Heel	⇨ → ☆ [4]	M	20	
Demended Snake	↓ [3] [3] [3]	L, L, M	12, 19, 25	
Explorer	⇨ ⇨ [3+4]	H	40	
Shoulder Tackle	⇨ [1+4]	M	30	
Jump to Knuckle	⇧ (or ⬀) ☆ [1+2]	M	35	
Burning Double Knuckle	⇧ (or ⬀) ☆ [1+2] ↓	Unblockable	45	
Burning Double Knuckle	⇧ (or ⬀) [1+2] ↓	Unblockable	45	
Deadly Slice	⇦ [2]	Unblockable	22	
Deadly Slash	⇨ ⇨ ☆ [2]	Unblockable	25	
Heavy Body Blow	while standing up [2]	M	25	
Windmill Kick	⬁ [3]	M	20	
Windmill Kick to Tooth Fairy	⬁ [3] [2]	M, M	20, 25	
Snake Kick	↓ [3] [3] ⇩ [3]	L, L, L	12, 19, 7	
Hunting Hawk	⬀ [3] [4] [3]	M, H, H	15, 14, 25	



MOVE: OGRE VERSION 2

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Hell's Flame	[1+2]	Unblockable	30	Version 2 only
Blazing Infernao	⇩ [1+2]	H Unblockable	40	Version 2 only
Buffallo Horn	⬂ [1+2]	M	25	Version 2 only
Low Tail Spinner	⇩ [3+4]	L	25	Version 2 only
Mid Tail Spinner	⬂ [3+4]	M	25	Version 2 only - hold lever to show back to opponent
Double Tail Spinner	⬂ [3+4] [3+4]	M, M	25, 25	Version 2 only
Evil Wheel	⇧ [3+4]	M	25	Version 2 only
Owl's Hunt	while opponent is down [3+4]	H Unblockable	40	Version 2 only - teleport
Demon's Feast	Crouching Forward	Reversal		Version 2 only - bite when reverse specified moves (such as crouching punch) [1] to escape
Sarpent Venom	⇨ → [2]	M, Unblockable	15, 20	
Supercharger	[1+2+3+4]	Special Move		This makes 1st attack counter hit - unable to guard during charging

BRYAN: FURY				
NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Side Step Elbow	⇨	H	26	
1-2 Low Kick		H, H, L	6, 8, 15	
Front Kick	⇦	H	20	
Front Kick to Low Kick	⇨ ⇨		20, 12	
Slash Kick	⇦	H, H	20, 12	
Bruce Rush	⇨	H, H, M, M	8, 8, 11, 14	
Quick Spin Kick		M, H	18, 16	
Triple Spin Kick	⇨	H, M, H	18, 14, 18	
1-2 Punch to Double Spin Kick		H, H, M	6, 15, 17	
Match Breaker	⇨ →	H	30	
1-2 Body Blow	↘	M, M	10, 16	
Fisherman's Slam	while standing up after hit →	M, Throw	18, 21	
Headhunter	during side step	H	33	
Rush to Low Kick		H, H, M, L	6, 8, 11, 12	
Mid Kick To Rush		M, M, M, M	18, 11, 10, 14	
High Kick to Rush	⇦	H, H, M, M	20, 12, 11, 14	
Rolling Driver	⇧ or ⇗	M	25	
Orbital Heel Kick	⇧ or ⇗	M	⇧ 21 ⇗ 22	
High Knee Kick	while standingh up	M	22	
Double High Knee Kick	while standing up	H, M	22, 16	
Low Kick	⇩	L	9	
Power Axe	⇘	M	25	
Run for Cover	⇦	H, H, M, L	20, 12, 11, 12	
Short Upper	while standing up	M	12	
Thin Low Kick	⇩	L	15	
Flying Heel Kick	⇦ ←	H	25	
Shell Shock	during side step	H	26	
Meteor Smash	⇦	Unblockable	60	
Gravity Blow	⇨	Unblockable	21	
Running Blind		H, H, M, H	6, 15, 17, 16	
Lair's Dance		H, H, H, H, H	6, 15, 21, 21, 21	last becomes Match Breaker/ ⇨ during 3rd hit to cancel/ ⇧ or ⇩ during 4th hit to cancel and side step
Shake Edge	⇘	L	17	change motion of Syclon Edge
Left Body Blow	⇘	M	10	1st hit of Valcan Body Blow
Vulcan Body Blow	↘	M, M, M, M	10, 15, 12, 11	during strings to Vulcan Body Blow
Right Body Blow	⇘	M	18	
Cheap Trick	during side step	M	28	stagger at counter hit
Hammer Driver	or ⇩ or ↓ or ⇧	M, M	14, 21	2 hits by 1 input Sway ⇩ ⇙ ← Special Move
Sway and Smash	⇩ ⇙ ⇦ ☆	H	21	hit makes opponent float
Light Back Knuckle	⇦	H	21	⇨ to cancel
Double Back Knuckle	⇦	H, H	21, 21	⇨ during 1st hit to cancel 1st hit/ ⇧ or ⇩ during 2nd hitto cancel 2nd hit and sidestep
Hands of Doom	⇦	H, H, H	21, 21, 21	⇨ during 1st hit to cancel 1st hit/ ⇧ or ⇩ during 2nd hit to cancel 2nd hit and side step
Brian Freeze	⇦	H, M	21, 26	⇨ during 1st hit to cancel
Wolf Bite	⇦	H, H, M	21, 21, 26	⇨ during 1st hit to cancel 1st hit/ ⇧ or ⇩ during 2nd hit to cancel 2nd hit and side step (strings continue to power area)
Rabid Dog		H, H, H, M	6, 15, 21, 26	⇨ during 3rd hit to cancel
Cremation		H, H, H, H, M	6, 15, 21, 21, 26	⇨ during 3rd hit to cancel 3rd hit/ ⇧ or ⇩ during 4th hit to cancel 4th hit and side step (strings continue to power area)
Right Upper	while standing up	M	18	successive to Fisherman's Slam after hit
Left Upper	while standing up	M	18	
Supercharger		Special Move		This makes 1st attack countter hit - unable to guard during charging

MOVE: GUN JACK				
NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Body Press	⇘	M	20	
Get Up Punch	while opponent is down ↓	M	12	
Machinegun Blast	⇙	L, L, L, L, L, M	15, 15, 15, 15, 15, 40	
Revolving Knackle	↓ ⇙	L, L, L, M	18, 25, 25, 40	
Jab Elbow Smash		H, M, M	122, 21, 20	
Jack Hammer		H, H, M	18, 15, 18	
Double Hammer	or while standing up	M, M	21, 22 or 21, 17	
Left Hand Triple Uppercut	while crouching forward	M, M, M	15, 12, 15	
Right Hand Triple Uppercut	while crouching forward	M, M, M	15, 10, 15	
Megaton Blast	⇦ ⇙ ⇩ ↘	M	40	
Cross Cutsaw	⇨ ⇨ (or → or ⇨)	M	22	
Pancake Press	⇗	M	26	
Windmill Punch	↓ ⇘	H, M, M, H	12, 15, 15, 30	
Winup Punch	⇦ ⇙ ⇩ ⇨ (then rotate lever)	Unblockable	20, 40, 60, 80, 199	
Sit Punch	After Sit Down or Pancke Press	L, L, L, L	10, 10, 10, 10	
Sit Down	⇩	Special Move		
Double Axe	⇩	M	45	
High & Low Cross Cut Saw	→ (or ⇨)	M, L	22, 15	
Cut Saw Blast	→ (or ⇨) ↘	M, M	22, 25	
Low Cross Cut Saw	crouching ↘	L	21	
Sit to Pacake Press	while Sit Down	M	35	
Debugger	⇦ ⇙ ⇩ ↘	L	29	
One Two Blast	crouching	L, M	10, 25	
Killing Uppercut	while standing up	M	20	
Cossack Dance	↙	L, L, L, L, L, L	18, 12, 10, 12, 12, 12	
Rushing Uppercut	↘	M, M, M, M	10, 15, 10, 15	
Megatron Uppercut	⇦ ⇙ ⇩ ⇘ ⇨ ↘	M	22	
Dark Green	⇨	Unblockable	101	
Sliding attack	→ (or ⇨)	M (latter L)	25	
Giant Foot Stomp	(to extend disstance)		60	
Thunder Slap	⇘	L	12	
Take Down	crouching	L	21	
Hammer Rush Low	↓ ↓	L, L, M, M, L	10, 8, 12, 12, 8	
Hammer Rush Middle	↓ →	L, L, M, M, H	10, 8, 12, 12, 15	
Hammer Rush High	↓ →	L, L, M, M, H	10, 8, 12, 12, 12,	
Hammer Rush Low	↓ ↘ ↓	M, M, L	15, 12, 8	a variation on Hammer Rush Low
Hammer Rush Middle	↓ ↘ →	M, M	15, 10	a variation on Hammer Rush Middle
Hammer Rush High	↓ ↘ →	M, H	10, 12	a variation on Hammer Rush High
Supercharger		Special Move		This makes 1st attack counter hit - unable to guard during charging

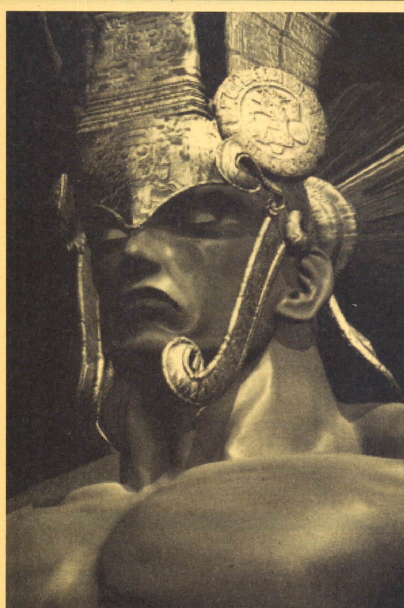
MOVE: HEIHACHI MISHIMA

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Rising Sun	⇗	H, L	25, 15	
Rising Uppercut	⇨ ☆ ⇩ ⇘	M	25	
Leaping Side Kick	⇨ ⇨ ⇨	M (Stagger)	30	
Right Splits Kick	⇨	M	27	
Tsunami Kick	while standing up	M, M	12, 21	
Twin Pistons	⇘	M, M	8, 21	
Spinning Demon	⇨ ☆ ⇩ ↘	L, L, L	17, 14, 14	
Spinning Demon To Tsunami Kick	lever neutral during Spinning Demon	M, M	18, 21	
Jumping Mid Kick	⇨ ☆ ⇩ ⇘	M	35	
Jumping Low Kick	⇨ ☆ ⇩ ↘	L	21	
Hell Axle	⇗	M, M	17, 22	
Demon's Boar	⇦	M	25	
Demon's Massacre	⇨ ⇦	H, M, M	6, 21, 25	
Demon's Lair	⇨ ⇦	H, Special M, M	6, 21, 30	
Charging Hard	⇨ at counter hit by right kick	Reversal		
Demon Breath		M	22	
Demon Uppercut	⇨ ⇨	M	30	
Shadow Step	⇦ ⇦ ☆			
Hammer Punch	during crouching	M	15	
Hammer Punch to Power Punch	during crouching	M, M	15, 26	
"Geta' Stomp	when opponent is down ↓	hit only opponent who is down	25	
Lightning Hammer	↓	Unblockable	70	
Left Right Combo		H,H	5, 8	lever forward to damage 6, 8
Spinnning Uppercut	⇨ ☆ ⇩ ↘ ☆ ☆	L, L, L, M	17, 14 ,14, 22	to Demon Uppercut from 1st, 2nd or 3rd hit of Spinning Demon/ lever neutral to Demon Uppercut
Spinning Dragon Uppercut	⇨ ☆ ⇩ ↘ ☆	L, L, L, M	17, 14, 14, 35	to Dragon Uppercut form 1st, 2nd, or 3rd hit of Spinning Dragon/ lever neutral to Dragon Uppercut/ damage of Dragon Uppercut from 1st or 2nd hit is 28
Flash Puch Combo		H, H, M	5, 8, 18	lever forward to damage 6, 8, 18
Dragon Uppercut	⇨ ☆ ⇩ ⇘	M	35	damage 52 at clean hit
Demon Slayer		H, H, H	5, 8, 18	lever forward to damage 6, 8, 18
Demon Scissors		M	25	damage decreases by 5 when not hit nor being guarded
Left Splits Kick	⇨ ⇨	M	24	
Heavy Power Punch	⇩ ⇘ ⇨	M	30	damage 40 at clean hit
Demon Shout	⇨	M	22	difference between D-Breath and D-Shout is how opponent is hit
Demon Excecuter		H, H, M	5, 8, 22	lever forward to damage 6, 8, 22
Auger		Special Move		
Supercharger		Special Move		This makes 1st attack counter hit - unable to guarde during charging

MOVE: JULIA CHANG



NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
G-Clef Cannon		H, M, M	10, 5, 21	
G-Clef Cannon	⇘	M, M	8, 21	
Razor's Edge	while crouching	L, M,	10, 21	
Sweep to Headkick	while crouching	L, H	10, 23	
Sweep to Low Kick	while crouching ↓	L, L	10, 10	
Skyscraper Kick	while standing up	L	10	
Foot Stomp	at the beginning of Large Jump Forward	M	35	
Tequila Sunrise	while standing up	M	15	
Tequila Sunrise Combo	while standing up	M, M, M	18, 5, 21	
Twin Arrow		M (stagger)	25	
Slow Power Punch	⇘	M	17	
Slow Power Punch Combo	when Slow Power Punch hits	succesive combo when Slow Power Punch hits	21	
Front Snap Kick	⇘	M	17	
Spin Behind	then ⇦	H	12	
Spinning Sweep	while crouching forward	L	12	
Spinning Sweep Combo	during Spinning Sweep Combo	H	15	
Heavy Uppercut	→	Unblockable	50	
Party Crasher	⇨ →	M	10	
Rapid Counter Attack	⇩ ↘	M	14	
Machinegun Punch		H, M	10, 8	
Body Elbow	↓ ↘	M	20	
Uppercut to Middle Smash	while standing up	M,M	15, 22	
Bow and Arrow Kick	⇘	M, L, H	8, 12, 15	
Bow and Arrow Kick		M, L, H	12, 12, 15	
Bow and Arrow Kick		H, M, L, H	10, 5, 12, 15	
Slash Uppercut		M	15	
Ultimate Cannon		L, M, M	8, 9, 25	
Machinegun Punch to High Kick		H, M, H	10, 8, 20	
Machinegun Punch to Low Kick		H, M, L	10, 8, 10	
Tequila Sunrise to High Kick	while standing up	M, L, H	15, 12, 23	
Tequila Sunrise to Slash Uppercut	while standing up	M, L, M	15, 12, 21	
Tequila Sunrise to Low Kick	while standing up ↓	M, L, L	15, 12, 10	
Tequila Sunrise to Arrow Kick	while standing up	M, M, L, H	18, 5, 12, 15	
Quick Slash Uppercut		M, L, H	15. 12. 23	
Double Low Splash Uppercut	↓	M, L, L	15, 12, 10	
Slash Uppercut to G-Clif Cannon		M, M, M	18, 5, 21	
Slash Uppercut to Arrow Kick		M, M, L, H	18, 5, 12, 15	
Uppercut to Middle Slash		M, M	15, 22	
Slow Power Punch to High Kick	⇘	M, H	10, 20	
Slow Power Punch to Low Kick	⇘	M, L	10, 10	
Triple Spinning Kick		H, L, H	20, 12, 23	
Triple Spinning Punch	↓	H, L, L	20, 12, 10	
Elbow Skyscraper Kick	⇨ ⇨	M, M	10, 15	delays
Flash Uppercut	⇨	M	15	
Spin & Kick		H	20	succesive to Sweep
Lightning Bolt	⇩ ↘	M, M	14, 21	delays
Palm Explosion	⇨	M	21	stagger when counter hit
Sweep	while crouching	L	10	succesive fromn standing right kick
Spinning Slash Uppercut		M, L, M	15, 12, 21	succesive from standing right kick
Welcome		Special Move		
Machinegun Cannon		H, M, M	10, 15, 21	triple combo only when 1st hit becomes counter hit - damage of 1st hit depends on opponent's move
Supercharger		Special Move		this makes 1st attack counter hit - unable to guarde during charging





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10 HIT COMBO - EDDY GOLDO

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	[btn] [btn]	☆ [btn]	[btn]	[btn]	[btn]	[btn]	[btn]	[btn]	⇙ [btn]	⇗ [btn]
Property	M, M	M	H	H	M, M	M	H,M	M	M	M
Damage	16, 20	28	7	i8	9, 13	10	6, 6	21	15	20

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)					[btn]					
Property					L					
Damage					12					

successive to other moves

10 HIT COMBO - FOREST LAW

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇘ [btn]	[btn]	[btn]	☆ [btn]	[btn]	☆ [btn]	[btn]	[btn]	[btn]	[btn]
Property	M	H	M	H	H	L	H	H	H	M
Damage	10	5	6	5	7	6	7	7	10	25

below (6) becomes [btn] when selecting this route

above (6) becomes ⇩ [btn] when selecting this route

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)		[btn]	[btn]	☆ [btn]	[btn]	⇩ [btn]	[btn]	☆ [btn]	[btn]	[btn]
Property		L	M	H	M	L	M	H	L	M
Damage		6	6	8	6	6	6	8	7	38

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)								☆ [btn]		
Property								L		
Damage								7		

10 HIT COMBO - JIN KAZAMA NO. 1

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	[btn]	[btn]	☆ [btn]	[btn]	[btn]		[btn]	☆ [btn]	[btn]	[btn]
Property	H	H	M	H	L	H	H	M	M	M
Damage	15	6	10	10	7	5	7	10	15	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)								☆ [btn]		
Property								M		
Damage								21		

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇦[btn]	[btn]	☆ [btn]	[btn]	☆ [btn]	[btn]	[btn]		[btn]	☆ [btn]
Property	H	H	H	L	M	M	L	H	H	M
Damage	12	10	10	8	6	6	5	5	5	21

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)										☆⇩[btn]
Property										L, H
Damage										21, 21

10 HIT COMBO - JIN KAZAMA NO. 2

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)								[btn]	☆ [btn]	[btn]
Property								L	M	Unblockable
Damage								5	25	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇨→[btn]	[btn]	[btn]	[btn]	☆ [btn]	[btn]	☆ [btn]	[btn]	[btn]	[btn]
Property	H	H	H	H	M	M	L	H	M	M
Damage	7	8	6	7	6	11	5	5	8	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)			☆ [btn]	[btn]	☆ [btn]	[btn]	[btn]	☆ [btn]	[btn]	
Property			M	M	L	M	L	M	Unblockable	
Damage			7	10	5	7	5	25	30	

10 HIT COMBO - KING

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)										[btn]
Property										M
Damage					25 (when opponent is down, damage 15)					—

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	[btn]	[btn]	[btn]	☆ [btn]	[btn]	[btn]	[btn]	[btn]	☆ [btn]	[btn]
Property	H	H	M	M	H	L	L	L	M	M
Damage	5	15	10	6	6	5	5	5	7	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)					[btn]	☆ [btn]	[btn]	[btn]	☆ [btn]	[btn]
Property					H	M	L	L	L	Throw
Damage					8	10	5	5	6	30

10 HIT COMBO - BRYAN FURY

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇐	☆	☆		☆		☆			
Property	H	M	M	M	H	H	H	H	M	H
Damage	20	12	5	7	3	8	5	5	10	21

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)								☆		
Property								M		
Damage								26		

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)							☆	☆		
Property							M	H		
Damage							17	16		

10 HIT COMBO - GUN JACK

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇩			☆			☆			
Property	L	L	L	M	M	H	M	M	M	M
Damage	10	6	5	7	7	6	6	8	21	25

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇗		☆			☆			☆⇩	
Property	M	M	L	L	L	M			L	M
Damage	15	8	5	5	5	8			12	35

10 HIT COMBO - HEIHACHI MISHIMA

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇨ →				☆		☆			
Property	H	H	H	H	M	M	L	H	M	M
Damage	7	8	6	7	6	11	5	5	8	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇘		☆						☆	
Property	M	H	H	L	L	M	H	H	M	M
Damage	17	5	6	8	8	5	10	5	6	35

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)										
Property										M
Damage										

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)										
Property							H	M	M	M
Damage							5	8	21	25

10 HIT COMBO - HWOARANG

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	from leftFlammingo		☆		☆		☆			
Property	M	H	H	L	M	M	ML	H	M	H
Damage	12	7	10	7	7	8	7	10	21	42

Damage reduces from this damage as an Air Juggle Combo

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	from right Flamingo									
Property	M									
Damage	12									

10 HIT COMBO - JULIA CHANG

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)				☆			☆		☆	
Property	H	M	M	M	L	H	M	H	L	M
Damage	8	6	6	6	6	6	6	7	8	25

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)							☆		☆	
Property							M	L	M	M(Throw)
Damage							7	5	5	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)									☆	
Property								M	L	M
Damage								7	10	2

10 HIT COMBO - LEI WULONG

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)									☆	
Property									L	L
Damage									7	35

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)			☆				☆		☆	
Property	H	H	L	M	M	M	H	M	M	H
Damage	5	8	7	8	6	6	10	6	6	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)						☆				
Property					M	M	L	L	M	
Damage					9	10	11	12	21	

10 HIT COMBO - LING XIAOYU

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇧	☆		☆			☆	☆		
Property	M	H	H	M	M	H	L	L	M	M
Damage	20	4	7	12	10	15	6	10	14	20

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)				☆		☆		☆		
Property				L	L	M	M	L	M	M
Damage				6	10	12	12	10	16	21

10 HIT COMBO - NINA WILLIAMS

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)										
Property									L	M
Damage									5	25

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)			☆		☆	☆				
Property	H	H	H	H	H	L	H	H	H	H
Damage	4	10	6	6	7	9	6	6	6	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇘				☆	☆			☆	
Property	M	M			H	L	L	M	L	M
Damage	10	15			9	9	5	6	5	25

10 HIT COMBO - PAUL PHOENIX

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)				☆				☆		
Property	H	H	M	H	M	H	H	L	M	M
Damage	5	15	7	5	7	4	5	7	8	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)				☆	☆			☆		
Property				M	L	M	H	M	L	M
Damage				6	7	8	5	8	10	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)					☆					
Property					M					
Damage					30					

10 HIT COMBO - YOSHIMITSU

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)								☆		
Property					M	M	M	M	Unblockable	Unblockable
Damage					3	3	3	7	8	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)				☆	☆	☆				
Property	H	M	M	H	H	L	M	Unblockable	Unblockable	Unblockable
Damage	5	15	10	6	6	5	5	5	7	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)		☆	☆					☆		
Property	H	H	M	H	Unblockable			M		
Damage	20	20	5	6	30			25		



WRITE FOR FREEPLAY

How many times have we said that FreePlay is YOUR magazine? We don't just mean that you've bought it – we mean that YOU create it! FreePlay needs your contributions and suggestions to make it the hardcore piece of gaming lavatory paper that it is. Take a look at the different sections of FreePlay listed below and if you think you have something worthwhile to contribute to any of them, send it in! We also want to know what sections you'd most like to see.

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, CLASSIFIEDS, FANZINES, ETC.) OR WE'LL PUT IT IN A BOX IN THE CORNER OF THE ROOM AND LOSE IT, LIKE WITH MOST THINGS.

FREEPLAY
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ



TIPS

Rather than compile an enormous list of ancient and useless cheats (ie. download and print an entire tips text file from the internet) we prefer to bring you the best cheats for the latest games. If you manage to discover an excellent tip yourself, or if you write a complete guide to a new game, send it in. If it's good enough, we'll reward you with any game you want!

HIGH SCORES

We all know that CVG readers are the REAL games players. If you fancy yourself as a bit of a hotshot you may want to send us your highest scores so that we can print them. Keep some kind of proof (photograph, video, etc) just in case we don't believe your incredible score and want some evidence!

ART/CARTOONS

As you can see from this month's Drawinz Wot You Dun, the quality of pictures being sent in is improving all the time. Send us yours and maybe get a bone! Or a t..u..r..d...

FREEPLAY FAN

What's your favourite game ever? Who are your favourite game developers? Let us know, tell us why and we'll print your unedited rantings in FreePlay! When we have room.

MOST WANTED

If we don't know what games you're most looking forward to, we'll just end up covering Paul's favourite games. And you don't want to be reading over 100 pages about a *Fifth Element* game every month, do you? Fill in the form below or write your Most Wanted games on the back on an envelope, and include it whenever you send anything to CVG.

CLASSIFIEDS

Lumbered with a stinky old console or some cacky games you don't want? Write yourself a little advert in the space below and we'll do our best to print it for the world to see. Poor old Alex Hoo-tah-lah has so many to write up that it may take a while for the advert to appear, but it's free so quit moaning.

FANZINES

If you want to be just like Paul Davies (only not quite as mad, and not liking Fifth Element as much), create your own games fanzine! Send us a copy of it and we'll try to let everyone else know about it in FreePlay.

MOST WANTED

IN ORDER OF IMPORTANCE

1 ....
2 ....
3 ....
4 ....
5 ....

NAME ....

ADDRESS ....

....

.... TEL NO. ....

TO BE PRINTED YES/NO? (DELETE AS APPROPRIATE)

CONTRIBUTION IN NO MORE THAN 20 WORDS - PLEASE USE BLOCK CAPITAL LETTERS!

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DON'T WANT TO CUT UP YOUR MAG? THEN JUST PHOTOCOPY THIS SECTION!

computer and video games

THIS IS A FREE SERVICE

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